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contents

brain-blasting 55th issue!*



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pics of your sister in the shower.

*Recommended and
maximum retail price only.

Megazone Regulars

5

NEWS ZONE

Stuff that's happening in the crazy
world we call Sega.

8

GAME SPY

Games what is coming out.

14

MEGA MOUTH

You write, we reply.

14

OP SHOP

It's a bargain hunter's dream.

17

SUBSCRIPTIONS

If you can't be bothered getting off
your fat arse to go to the newsagents,
then subscribing might be the answer.

18

COMPETITION

Megazone's biggest competition
ever! Win a Saturn, heaps of games an
Arcade Racer steering wheel – but the
the best bit is, *everyone* wins!

36

THE GREAT BIG GUIDE TO...

Role-playing games. For those who
see themselves as Brian Bloodaxe the
barbarian or Mungo Mincer the magic
fairy.

42

HINTS & TIPS

Here's a hint: We don't want big
presents... just expensive ones.

46

DEAR JULIE

Agatha died in a bizarre threshing
machine accident. So say hello to
Julie, your new Agony Aunt.

50

GAMEBUSTER

Street Racer. Read this to win those
races on streets.

56

GAMEBUSTER

Eternal Champions CD. Your in-
depth guide to the Mega-CD version of
this fabulous fighter.

64

PUMP ACTION

More squid than a big squid shop.

66

END ZONE

Call yourself a *real* gamer?



Megazone Reviews

20

ASTAL

Another platformer for the Saturn.
It's no *Clockwork Knight*, thankfully...

22

SHINOBI X

Ninja-type fellow updated for 32-bit
action.

24

GRAN CHASER

Racing without wheels in the most
inhospitable landscapes this side of
Wollongong.

26

HEART OF THE ALIEN

Remember *Another World*. Well,
this is the sequel. And it's good,
despite being French...

28

MARSUPILAMI

Fiendish platform puzzler involving a
cheetah with an extraordinarily long
tail and a very stupid elephant.

29

SKELETON KREW

Even when you're dead there's no
resting for you.

30

TRIPLE PLAY

The best baseball sim to date.

32

AAAH!!! REAL MONSTERS!

If the truth is to be known, they're
about as scary as the Muppets.

33

FEVER PITCH

Another soccer game. It's kind of a
mix of *FIFA* and *Sensible*, and as such
isn't half bad.

34

DEMOLITION MAN

Kill! Kill! Kill! Kill! Kill! Kill! Kill! Kill!

And another thing!

Nothing much has been happening
this month for me to crap on about,
so let's talk about what a fabulous
issue we have lined up, or something.

This month's edition boasts our best com-
petition ever! Not only are we giving away a
rockin' Saturn, heaps of games and an
Arcade Racer steering wheel to the winner,
and a \$500 voucher to the second-place win-
ner, but every single person who enters (and
gets the questions right) will receive a \$20
voucher from Phoenix Imports to spend on
whatever they damn well please!

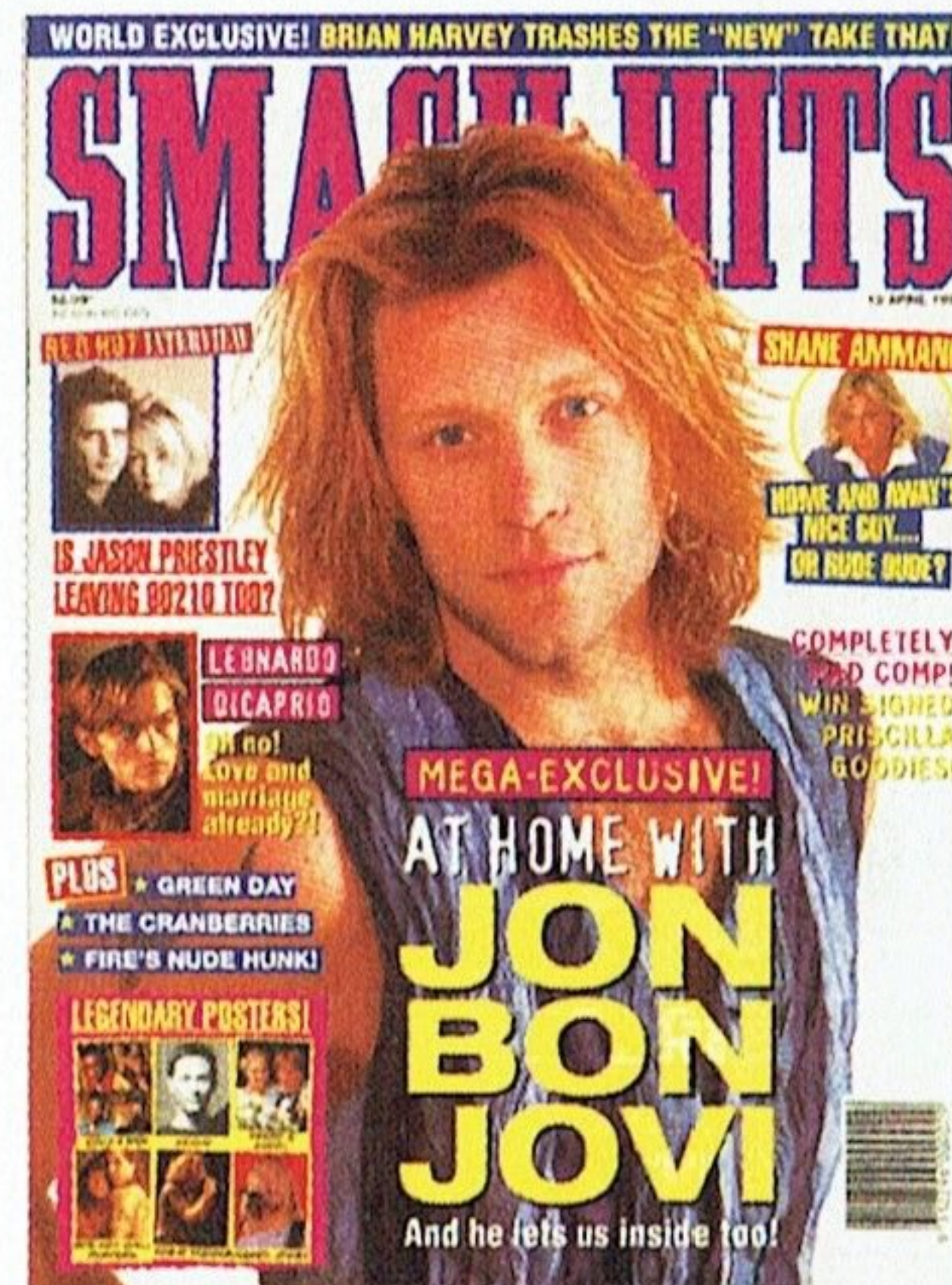
We have not one, but two gamebusters,
three Saturn reviews, plus a heap of regular
16-bit reviews. The Great Big Guide has
turned its attention to role-playing games
and, oh, there's probably some other stuff of
interest too. Enjoy.

*It'll do your head in!

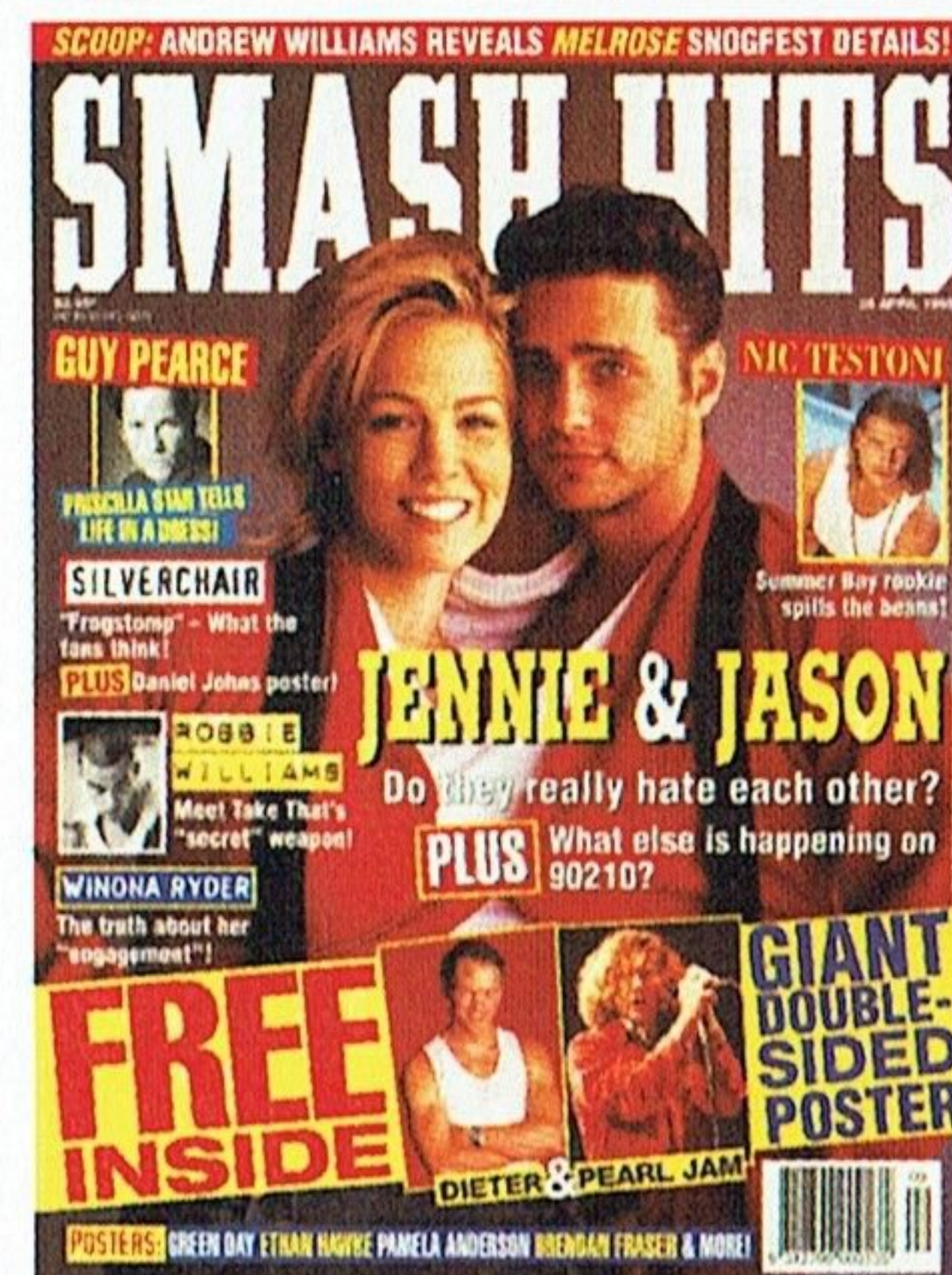
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Q: Where do you find the most awesome posters?



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**A: Every fortnight in SMASH HITS magazine, that's where.
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SATURN STUFF ON THE WAY

By our plug-in expert

The Saturn has always promised a large selection of peripherals – and we've played with them. (Admittedly, they were the grey-coloured Japanese models, but change the plastic to matt black and they'll be Australian-ready).

Probably the most keenly awaited add-on is the Arcade Racer steering wheel. (Well, for *Daytona* fans, at least). You actually sit on the base to keep it stable, and can adjust the angle and height of the wheel. Movement is directly proportional to how much the wheel is turned; no more 'tapping' to get around shallow corners. The Left and Right buttons sit under the steering column, which makes gear changes much easier than on the joypad. There's no 'feedback' as in the arcade *Daytona* machine, but you can't expect too much for something that will probably retail around the \$100 mark.

The Virtua Stick gives the Saturn a 'proper'

joystick, which, for our money, is so much more accurate and responsive than the joy-pad that comes with the machine. It has a heavy, solid base plus a vari-speed auto fire.

The Mouse looks like, erm, a mouse. It has four buttons and, erm that's all we can really tell you about it, as we haven't seen any mouse-compatible games yet. Ah...

The 6-Player Adaptor lets up to six players take part at once. Again, we've yet to see a game that makes full use of this capability...

The Backup Memory cartridge gives you extra storage space for saving games, high scores and so forth. It plugs into the cartridge port on the top of the Saturn, behind the CD door. It has 512K of memory – that's 16 times more than the Saturn's built-in RAM storage.

All of these are expected to be available in Australia in November and prices are, as yet, unconfirmed.

▼ A pile of empty boxes. But they will contain exciting add-ons for the Saturn. Soon.



NEWS BITS



NINTENDO'S DECLINE

Perhaps this is one for all those market analysis fans we know are out there: Nintendo's current Japanese market share has slumped from 87 per cent to 55 per cent.

SATURN GOES UNIVERSAL

Universal Adaptor coming soon for the Saturn: Datel Electronics, the company behind the Action Replay cartridges for the 16- and 8-bit Sega consoles, is to produce a version of its Universal Adaptor for the Saturn. This is good news for those who have already bought a Japanese import version of the Saturn, as it means they'll be able to buy officially released software for their machine. Conversely, should you want to play a pornographic game of Mah Jong, the Adaptor will allow you to play import software on your regular Australian Saturn.

EA HOTLINE

Stuck on Electronic Arts' games? Well, now there's a hotline you can call. It's 1902 262 062. Calls are charged at 95 cents per minute, so get the permission of the person who pays the bill before you ring etc, etc.

STRIKE STRUCK

Sad news – plans for EA's *Strike Trilogy* have been shot down in flames. It seems the company reckons there's simply not enough demand...

MEGA-CD FOR NEXT TO NIX

You may not have considered a Mega-CD before, but rock-bottom prices might mean that now's the time to buy. It may not be the next generation of gaming machine, but if you want to get into CD-ROM on the cheap, the Mega-CD can now be picked up for a shade under \$200 – some \$500 less than the original asking price. And although it's a dying format, there are still plenty of good games out there for it.

Newszone

SATURN GETS MOVING

By our pop correspondent

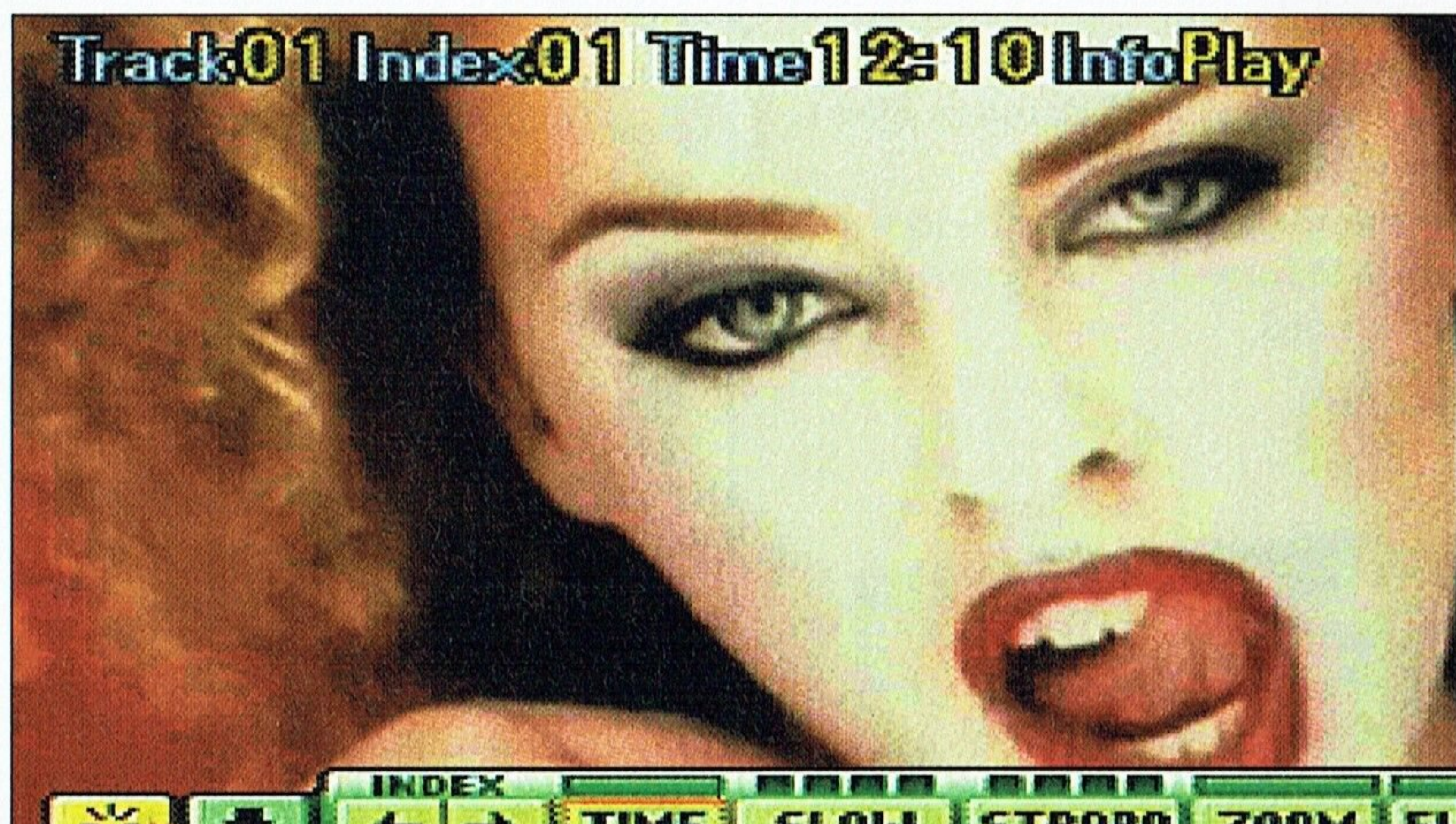
We've been playing with the Saturn's MPEG-1 video card and the Megazone verdict is it's ace bananas. Equipped with the card, the Saturn can play any MPEG-encoded (MPEG is short for Motion Photographic Experts Group, acronym fans) CD; identical with a regular audio CD, except the information contains highly compressed video images. Apparently, as much as 60 minutes of video can be stored on a single CD.

It's kind of like laser disc for the '90s. Now, call us cynical, but we thought it was going to look something akin to Mega-CD full-motion

video. How wrong we were! The quality is astounding – easily surpassing VHS.

And, as the Saturn is such a clever box of tricks, there are loads of features. You can freeze images, strobe them (so that there's a delay between frames), have windows showing different images all over the screen, and even zoom in to specific areas (handy when you've got Kylie's wobbly bits on the screen).

The tiny card plugs into the expansion port, hidden away inside the battery compartment. Australian release should be in November and price, as yet, is unconfirmed.



▲ Hmmm... Kylie. Give it to us, baby. In slow-motion, yeah, and in split-frame... And in reverse. Oh, the wonders of technology.

EA GOES ON-LINE

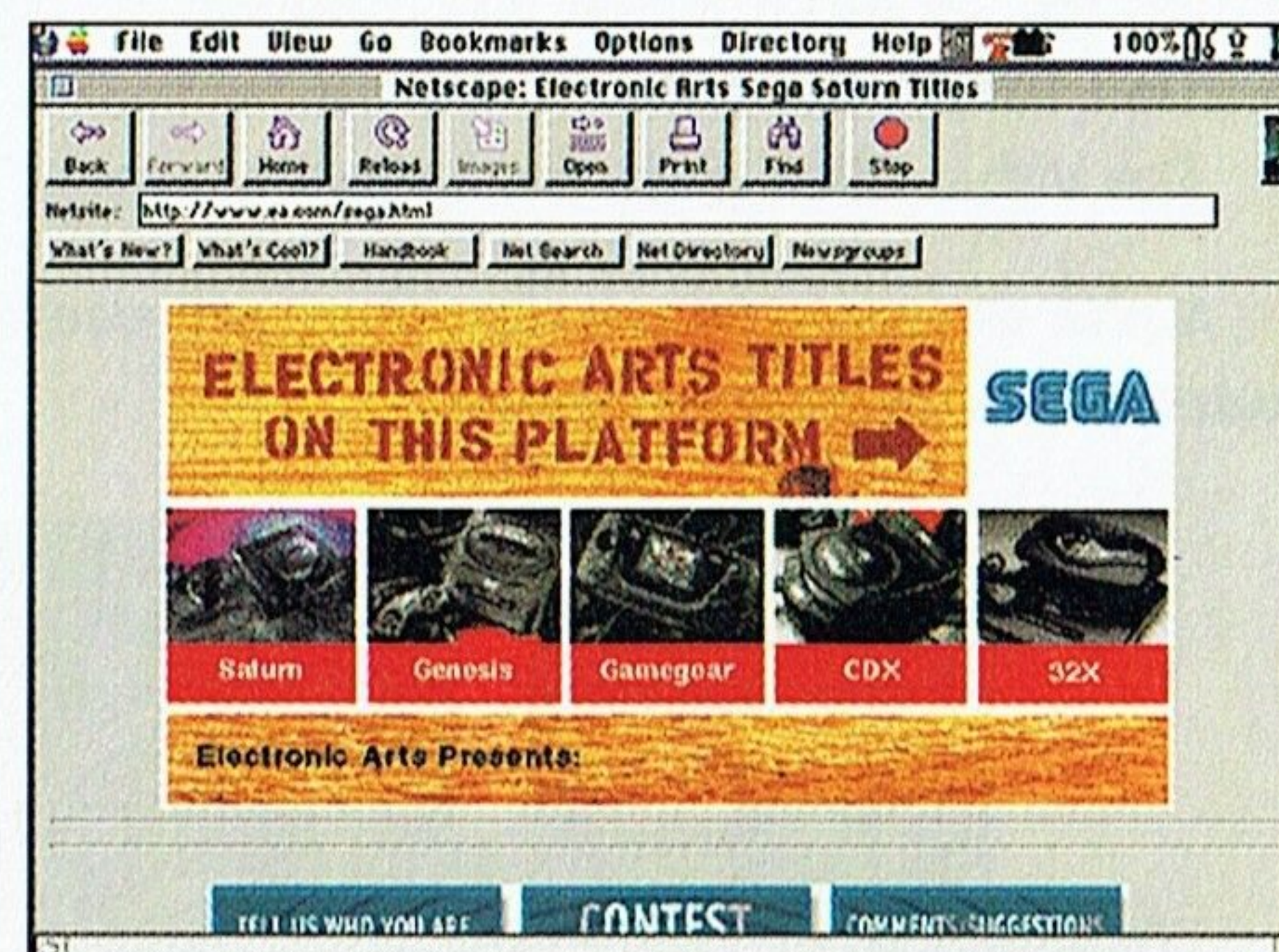
From our mate with the modem

Electronic Arts has set up a bulletin board for those with access to the Internet (ie you've got a computer, modem and all that malarky). The board is free to access (aside from the usual connection fee through your Internet service provider) and has all sorts of info on the latest EA developments, including a large Sega section stuffed to the brim with gossip, news and game cheats.

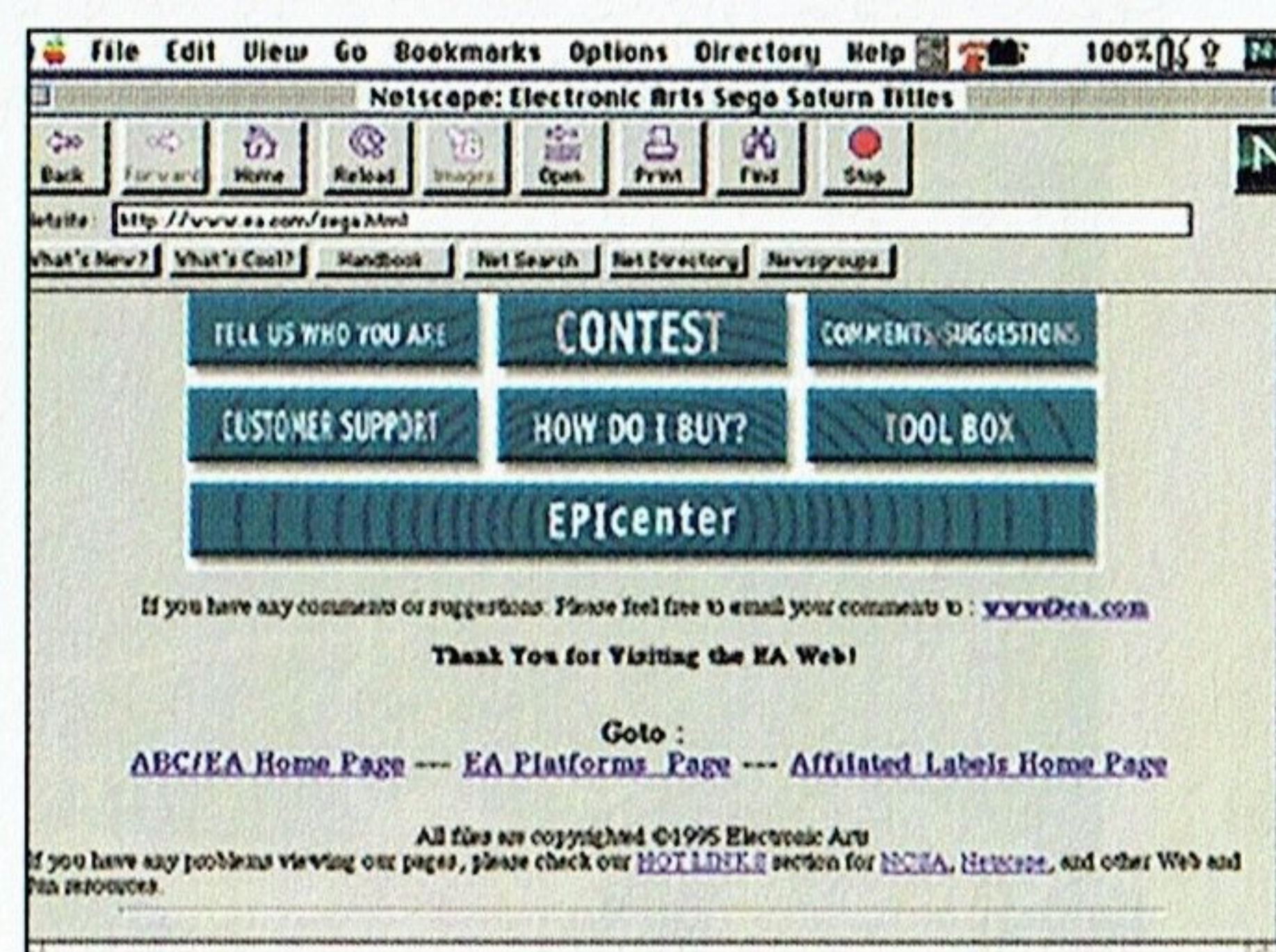
It's very flashy, and so the pictures can take a fair amount of on-line time to download. But heck, until we all get high-speed fibre-optic communication links wired directly into our living rooms, we're just going to have to put up with it.

Anyway, the EA bulletin board can be found at:

<http://www.ea.com>



▲ Electronic Arts' new bulletin board has an entire Sega area, with information on all Sega's machines.



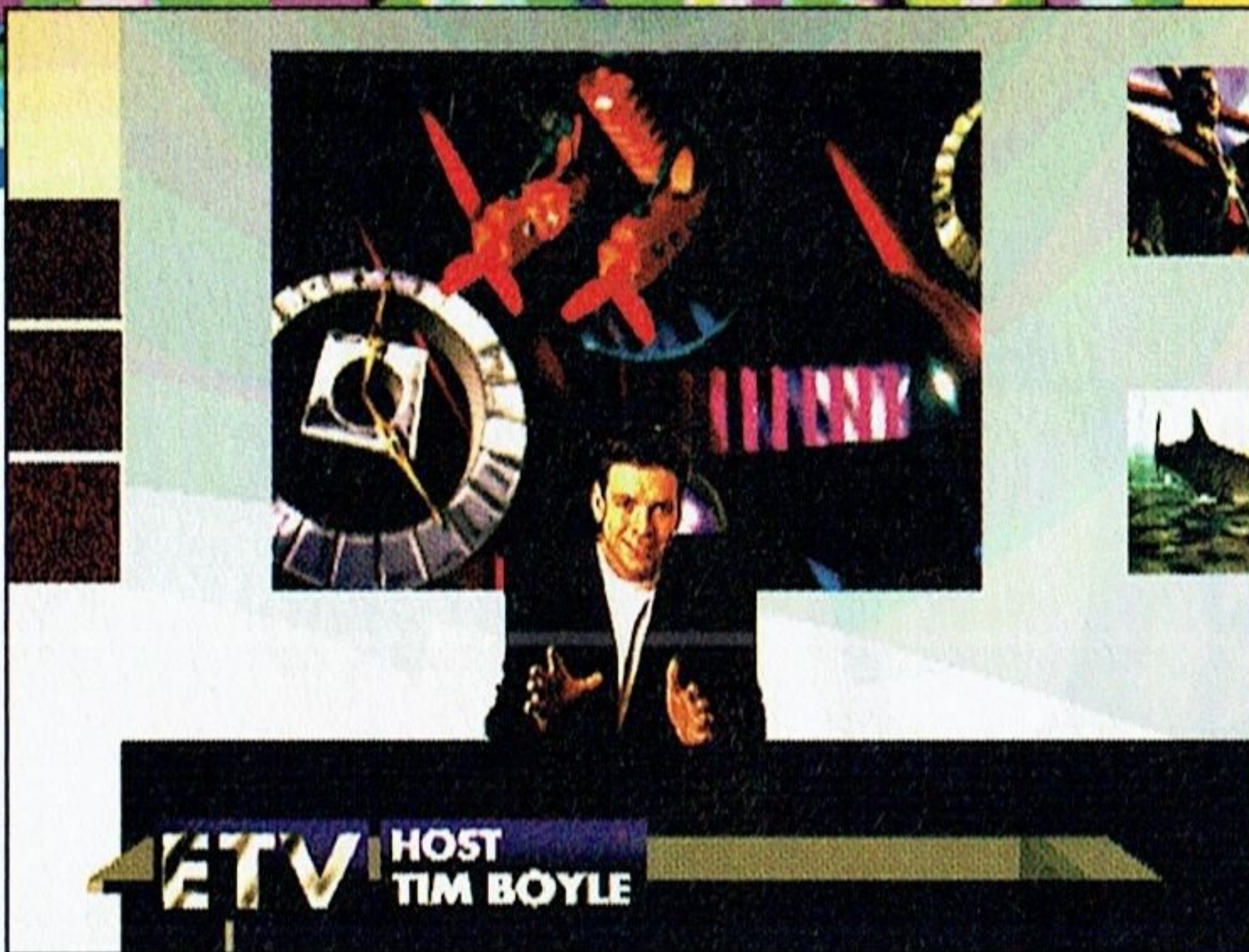
▲ There's heaps of stuff here, so if you have the ability to get on-line, what are you waiting for...?

THE ZONE DIES (AGAIN)

From our showbiz correspondent

Video games and 'entertainment' TV show *The Zone* has had the plug pulled – for the second time. The program has been under threat before – Sega Ozisoft used to sponsor the program, but ditched it. It was rescued by Electronic Arts, but the company, unhappy with the editorial direction, has dropped the program after only a few weeks. It looks like *The Zone* is dead and buried for good this time. And we can't imagine anyone would be daft enough to revive it again...

Meanwhile, a new games show may yet



▲ **Tim Boyle on the ETV set. Yesterday.**

make it to the airwaves. Tentatively called *Entertainment Television*, it will cover the next-generation games machines and other 'new' technology. Host and co-producer Tim Boyle describes it as "MTV meets *Beyond 2000* meets *Entertainment Tonight*. It will have a cool vibe, and is definitely not a Zone."

SEGA'S SIX-PACK

From our man at the North Pole

With all this 32-bit furore, Sega hasn't forgotten its 16-bit baby. A new Mega Drive Christmas pack is due for launch this month.

It's called the Big Six Pack and contains a Mega Drive, plus a six-games-in-one cartridge. The games are *Columns*, *World Cup Italia '90*, *Super Hang-On*, *Streets of Rage*, *Shinobi* and



▲ **Very pissed-off streets.**

Super Monaco Grand Prix.

Okay, so these games are all pretty ancient and none are likely to cause anyone to have a heart attack from excitement, but it gives the newcomer to the Mega Drive scene a good collection of games to kick off with.

SATURN BONUS PACK

From our man in, erm, Saturn. Er...

Sega has launched an alternative Saturn pack. The new pack costs a hundred bucks more than the regular *Virtua Fighter* pack, but contains two additional games – as well as VF, there's *Daytona* and *Clockwork Knight*. It retails for \$899.

We thought *Clockwork Knight* sucked big ones (it scored a mere 55% in ish #54), but if you were going to buy *Daytona* anyway – and, let's face it, if you're gonna buy a Saturn, it's

► ***Virtua Fighter*, *Daytona USA* and *Clockwork Knight* – two out of three ain't bad...**



gotta be high on your list of priorities – then it works out that you get CK for just \$10 extra. Which ain't so bad...

COMPETITION WINNERS

Lucky 13 (June) These lucky readers will soon be stuffing their faces with el nachos de amigos courtesy of Tostitos: Scott Hearps, Ulverstone, TAS; Scott Jones, Norlane, VIC; Dan Paub, Chiranside Park, VIC; Ben Philpot, Warrnambool, VIC; Mary Lynch, Potts Point, NSW; Jayden Green, Kelso, via Thuringowa, QLD; Daniel Garcia, Banora Point, NSW; Lesley Asker, Parmelia, WA; Michael Naidos, Spearwood, WA; Aaron Mackrill, Perth, TAS; Fiona Sutton, Geelong, VIC; John Catino, Marleston, SA; Caroline Glandian, Davidson, NSW; Philip Lawson, Waikerie, SA; Simon Meers, Goulburn, NSW; Tom Byrne, Bondi, NSW; Kate Lightfoot, Toowoomba, QLD; Benjamin Collins, Beenleigh, QLD; Stuart

Packwood, Newtown, NSW; Lisa Lipsky, Bungendore, NSW.

'It rhymes with duck' The lucky duck to score the Saturn jacket, T-shirt, cup and badge is: Kate Lightfoot of Toowoomba, QLD.

Her winning effort wasn't strictly a limerick, but it appealed to us:

*Ding dang doo,
The dirty kangaroo
Jumped behind a Saturn,
And did a number two!*

The runners-up waddle away with a T-shirt, cup and badge: Matt Buckley, Blacktown, NSW; Ben Lynch, Warragamba, NSW; Annie Piranha, Thornbury, VIC; Fiona Sutton, Geelong, VIC; Chris Hill, North Booval, QLD.

Quiz

Fear not, Lucky 13 fans, it's back – we had to skip a month last issue because we had run out of space in our news pages.

Anyway, this month we've got together with Jolt, a new cola with a real kick – it has twice the caffeine of any other brand – ideal for those late night games-playing sessions! And five readers will be sitting bolt upright for about a month – for we have five slabs of stuff to give away.

Anyhow, you know the rules: Read the mag, answer the questions and keep your fingers crossed...

1. How does Shadow Banzai Blitz?
2. Where does Jim keep his Snott?
3. Where will you see volcanoes from your hovercraft?
4. What's Marsupilami's most versatile appendage?
5. How do you Beanball?
6. What does RPG stand for?
7. How do you get to the next floor in Sektor two?
8. How big are Astal's eyes?
9. Who does Surf always attack?
10. What's a short cut to Washington?
11. What score qualifies you as a games freak?
12. What number do you dial to win a Saturn, 10 games and a Saturn Steering Wheel?
13. What is Buddy's weapon?



▲ **Guaranteed to have you sweating and twitching in no time. The cola, that is...**

Answer the questions on the back of an envelope or postcard and send them, along with your name and address, to:

**Megazone Lucky 13 (Sept),
PO Box 746, Darlinghurst,
NSW 2010.**

the megazone lucky 13

gameSPY

EARTHWORM JIM 2

With *Earthworm Jim* being both the most popular and most original platformer of 1994, it was pretty obvious that the boys at Shiny Entertainment would have a sequel in the offing. In fact, they've been working on the title ever since the original *Earthworm Jim* was released. But, instead of going for an all-out cash-in on the first adventure, the programming team have kept all the characters from the original, and added more original gameplay and strange storylines. They also took on board criticisms of the first game (too few weapons, no password options, etc) to make for a much more playable sequel.

So, to the story, After all the to-ing and fro-ing in the first adventure, the Jimster decides to take a bit of a holiday. However, instead of relying on the advice of a travel agent, he decides to take pot luck. Not a very good idea, as he ends up on a monster-ridden planet with arch-enemy Peter Puppy. As well, old foe Psycrow is hanging around in the unlikely event that he can crack on to with Princess What's-her-name, who, incidentally, is Jim's betrothed. So, not much of a holiday, really. Still, at least he has a few extra weapons at his disposal, including smart bombs, laser guns and homing missiles. There's also an earned password system, which will please gamers who thought that the first game was too hard. Shiny didn't want to make it too easy though, so parts of the code are hidden throughout the levels. You'll only get the password if you collect all the parts.

Apart from that, it's pretty much business as usual. There's loads of brilliant graphics already (a pretty mean feat considering that's it's only 50% complete) and the gameplay is top-notch. More when we review the game...

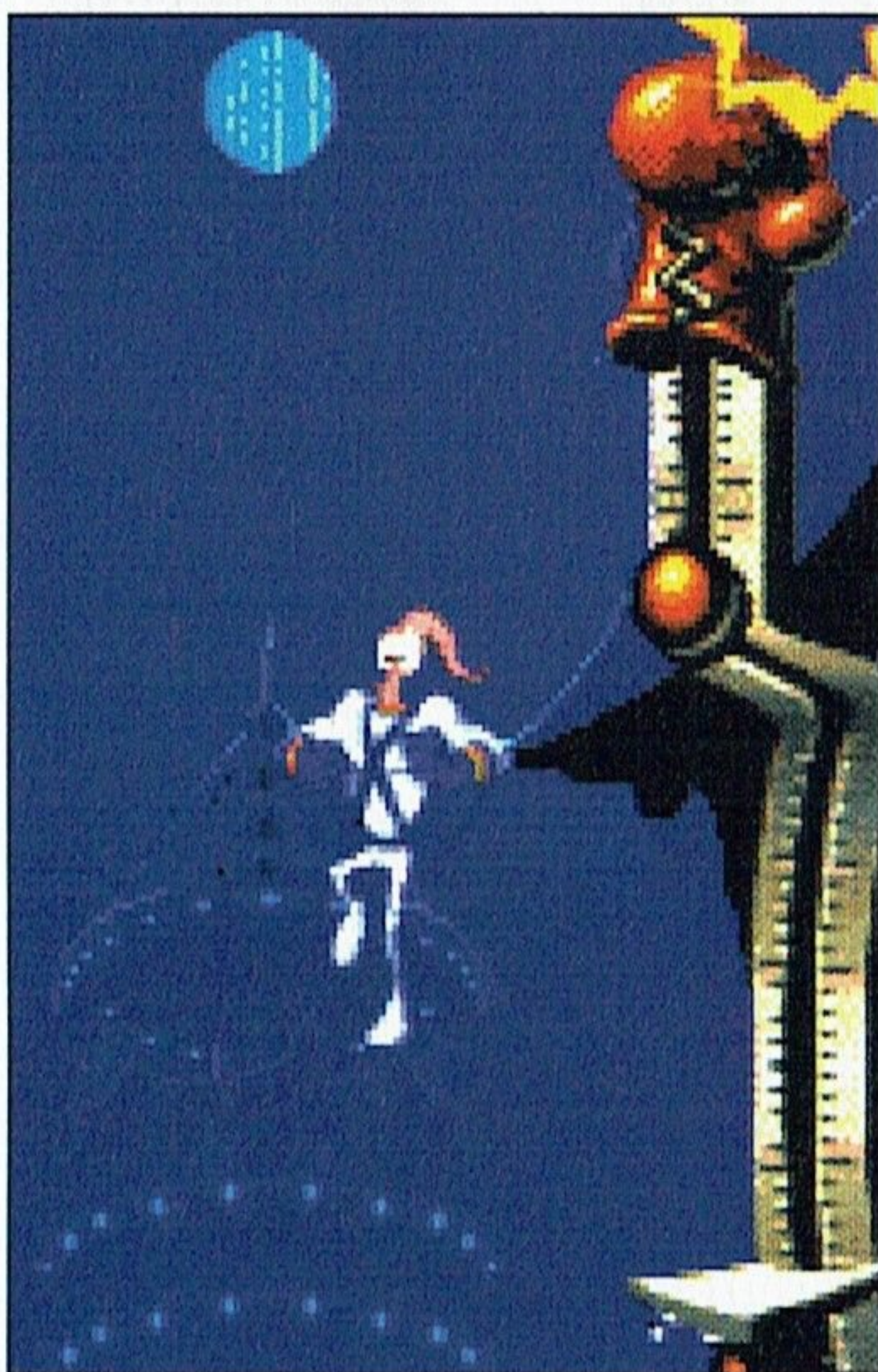
Format: Mega Drive

Supplier: Shiny/Virgin

Previews



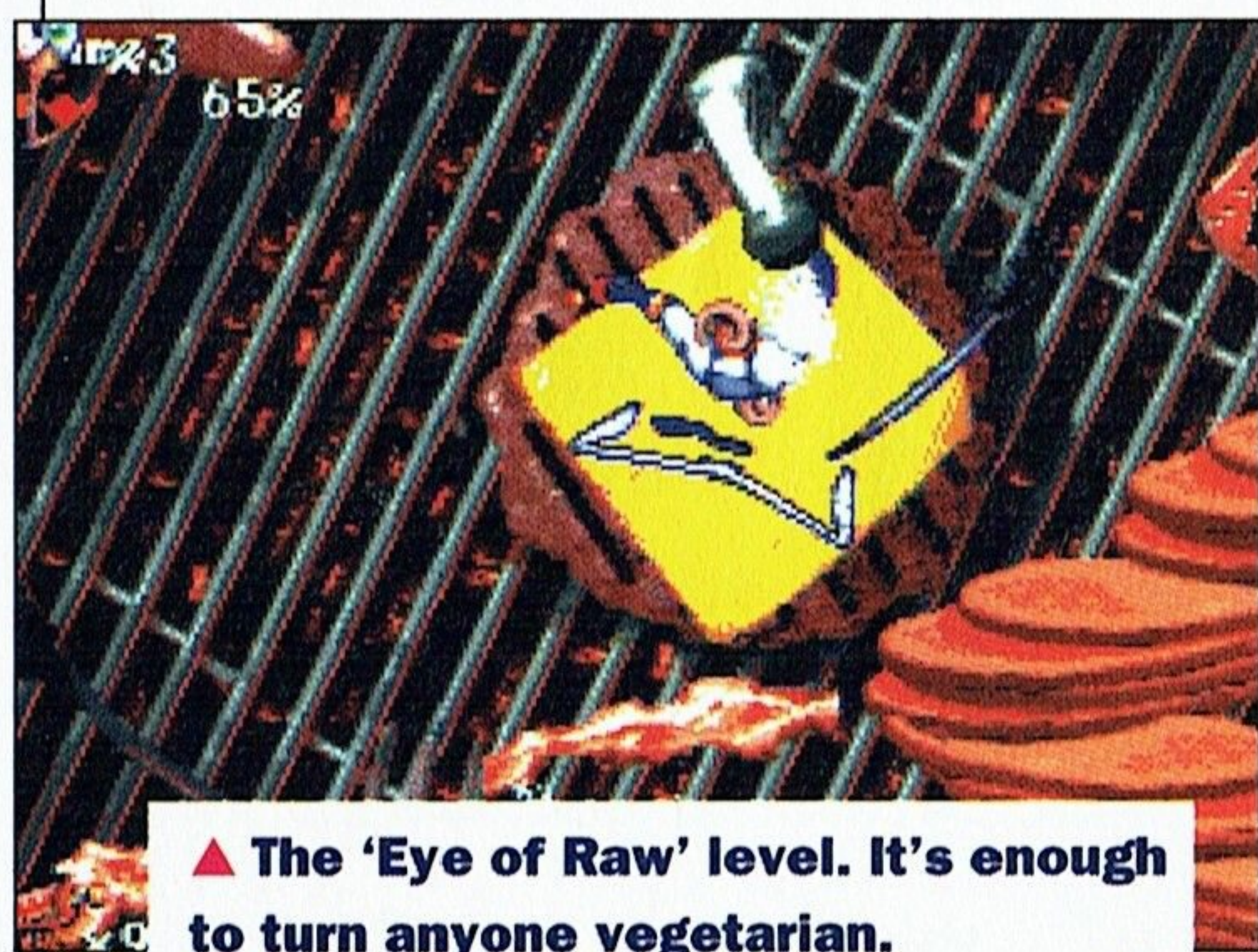
▲ Aah. Jim's made a little friend. Cute, isn't he? Well, erm, actually, he isn't. His name is Snott, he's made out of snot and lives in the Jimster's rucksack.



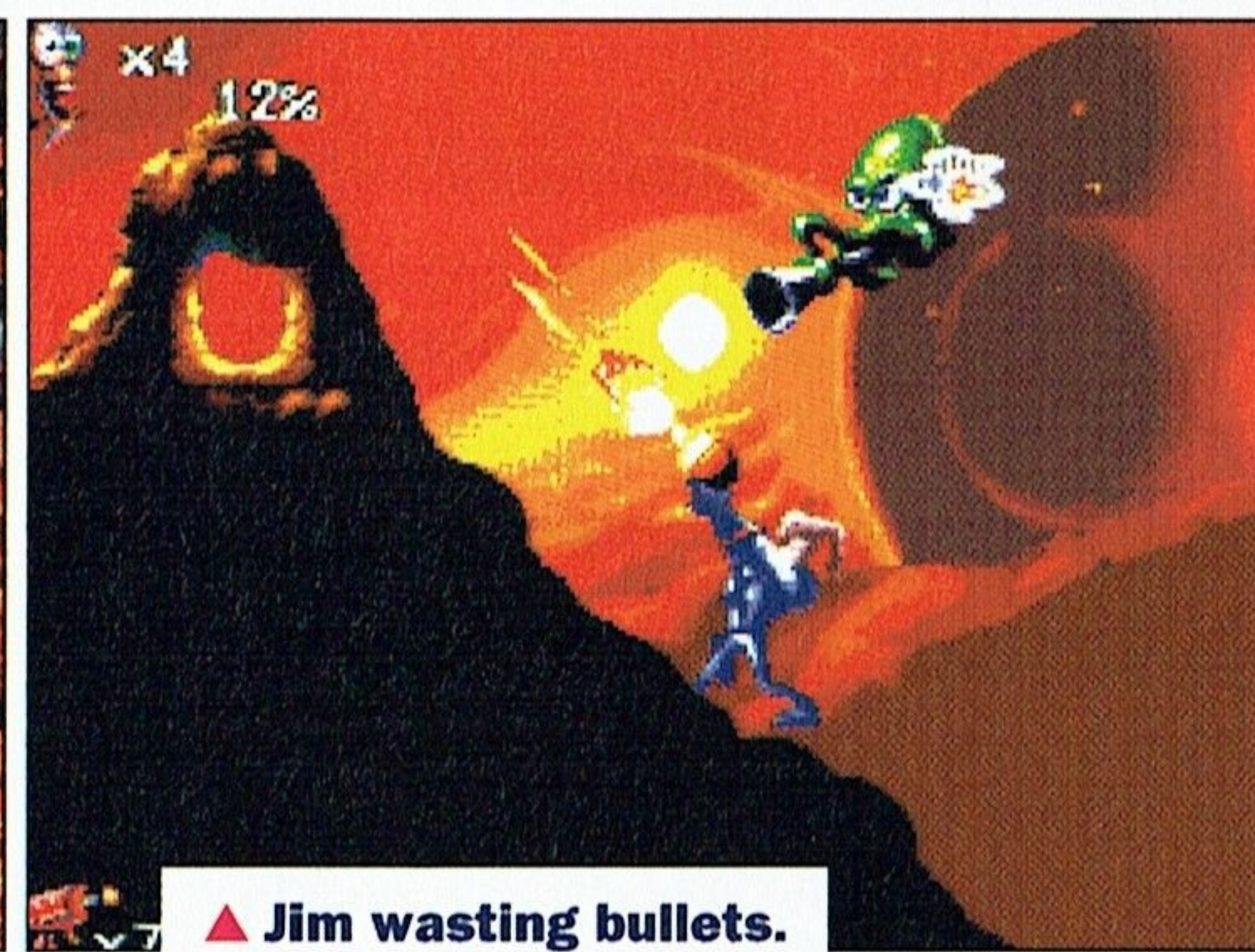
▲ Earthworm Jim the wimp.



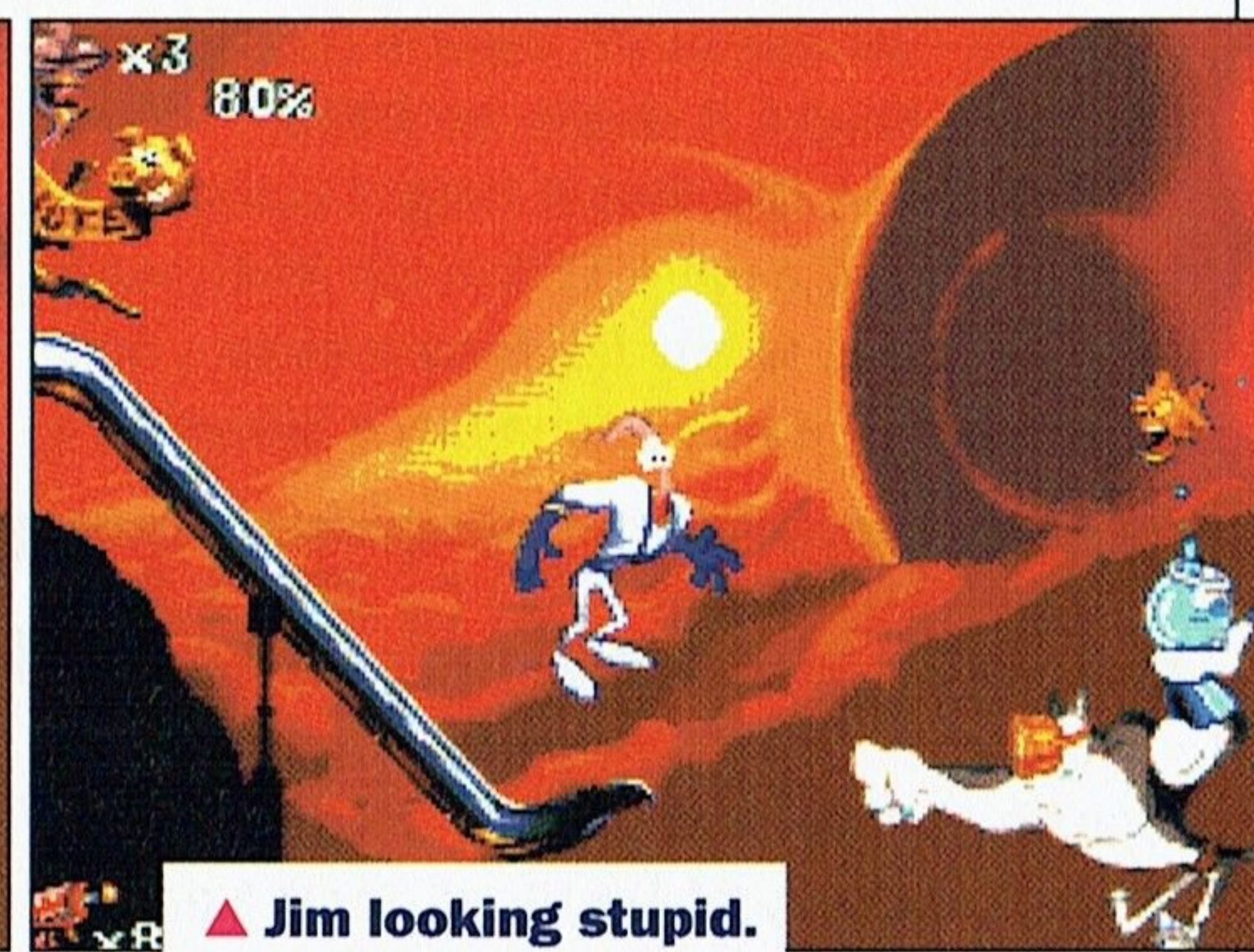
▲ Just don't want to know...



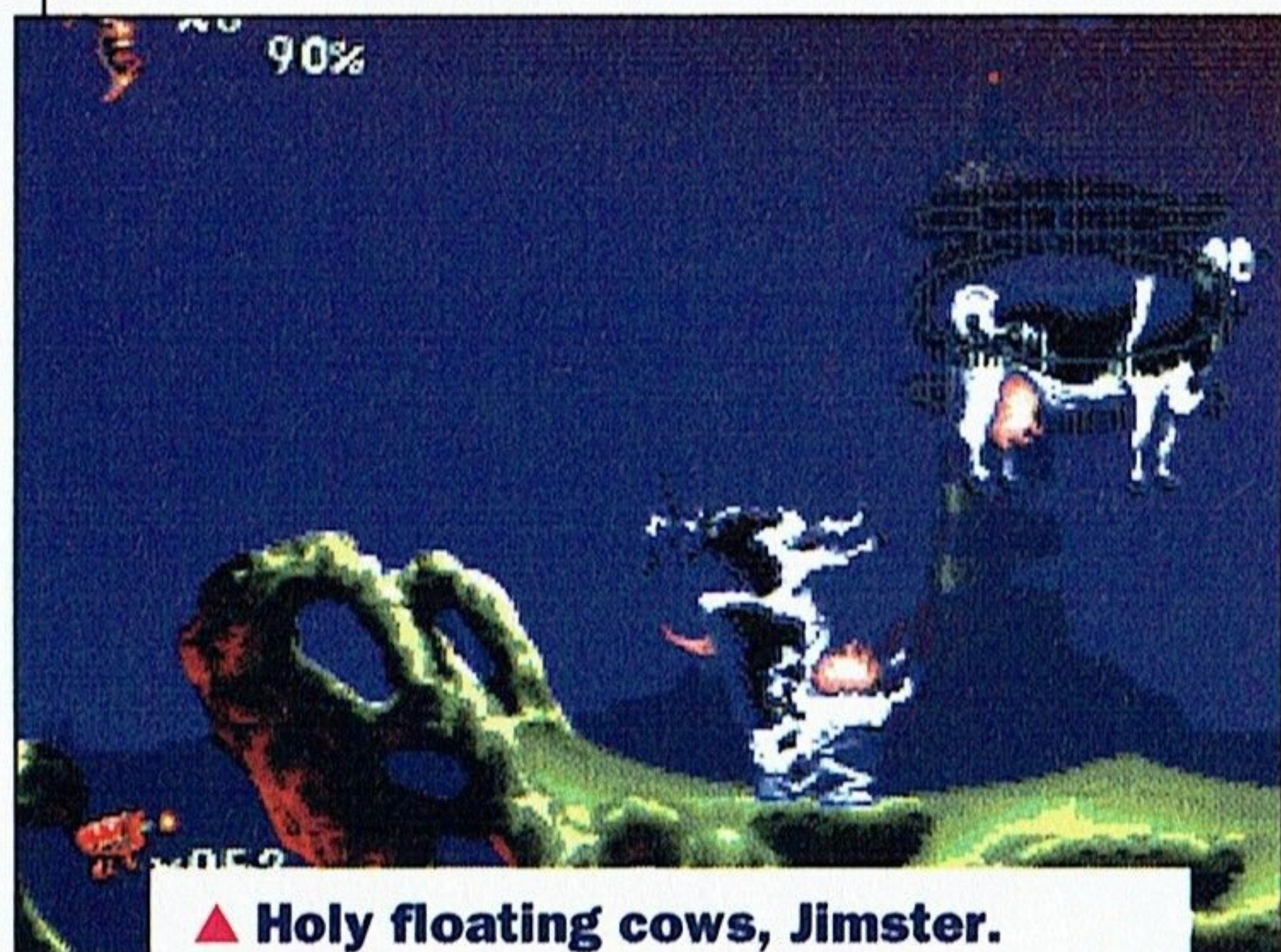
▲ The 'Eye of Raw' level. It's enough to turn anyone vegetarian.



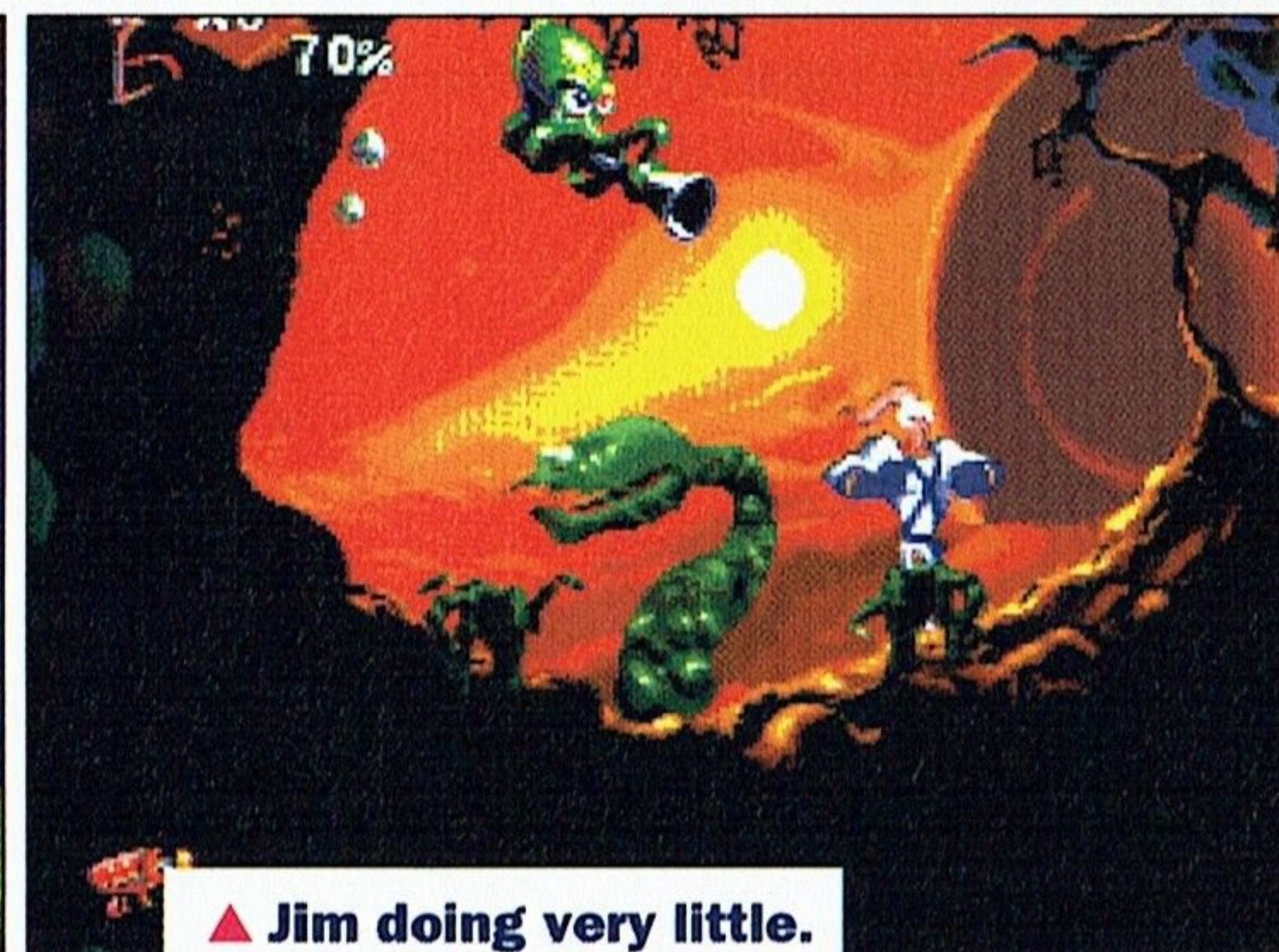
▲ Jim wasting bullets.



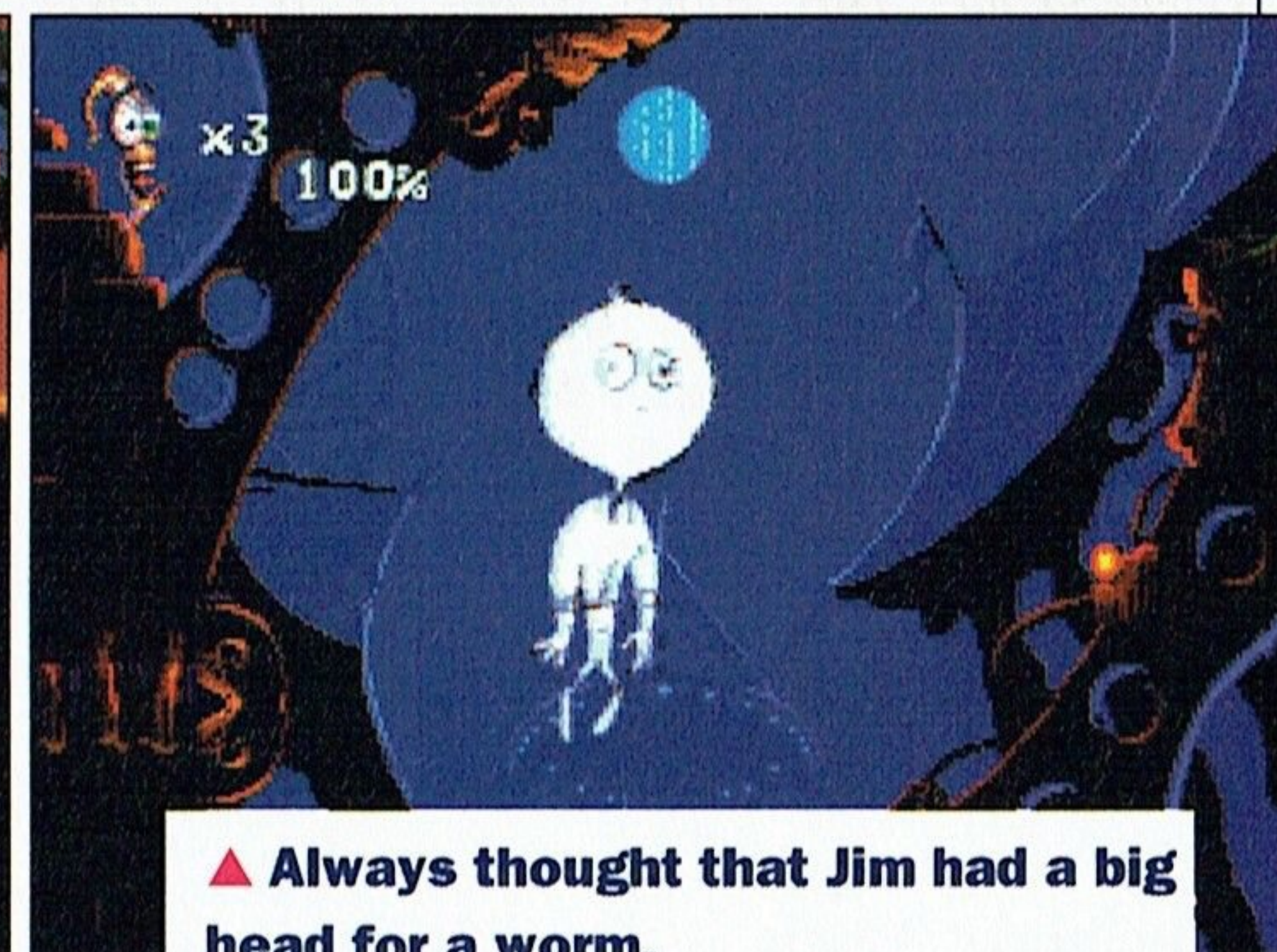
▲ Jim looking stupid.



▲ Holy floating cows, Jimster.



▲ Jim doing very little.



▲ Always thought that Jim had a big head for a worm.

TOTAL FOOTBALL

Look, we don't mean to be rude, but do we really need this? Can the Mega Drive possibly handle another soccer release? We're not so sure.

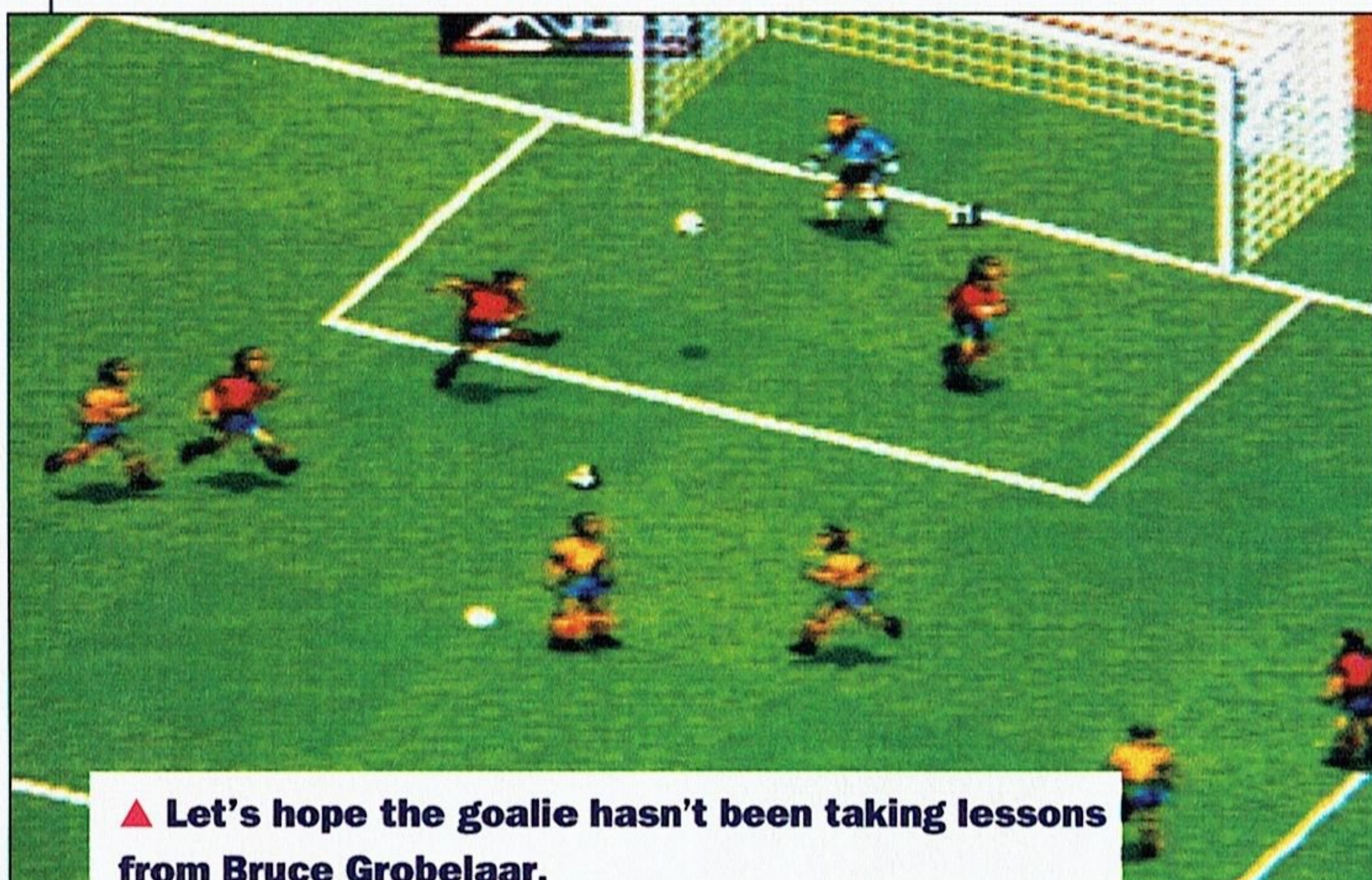
Still to be fair to the Pommie programmers at Domark, this game has been in development for nigh on two years, so they could hardly have predicted the footie backlash experienced in recent months. Actually, the first proper demos of the game were shown off earlier this month and they're looking quite impressive. There are over 60 different types of headers, kicks and passes to master, and the characters employ over 3,500 frames of animation. Which, if you're wondering, means that the players get to do all their usual showy stuff, but can also perform backflips, belly flops and indeed tons of those matey gropes that have become such a part of the game.

Plus, just to keep the game in high profile when the new soccer season starts in the U.K., Acclaim have employed the services of top player Les Ferdinand. That doesn't mean much to Australians, but he's like a really top football player who was recently signed to English club Newcastle for £7.5 million (about \$15 million!).

Anyways, here's some early development-type shots for you to have a gander at. More as we get it...

Format: Mega Drive

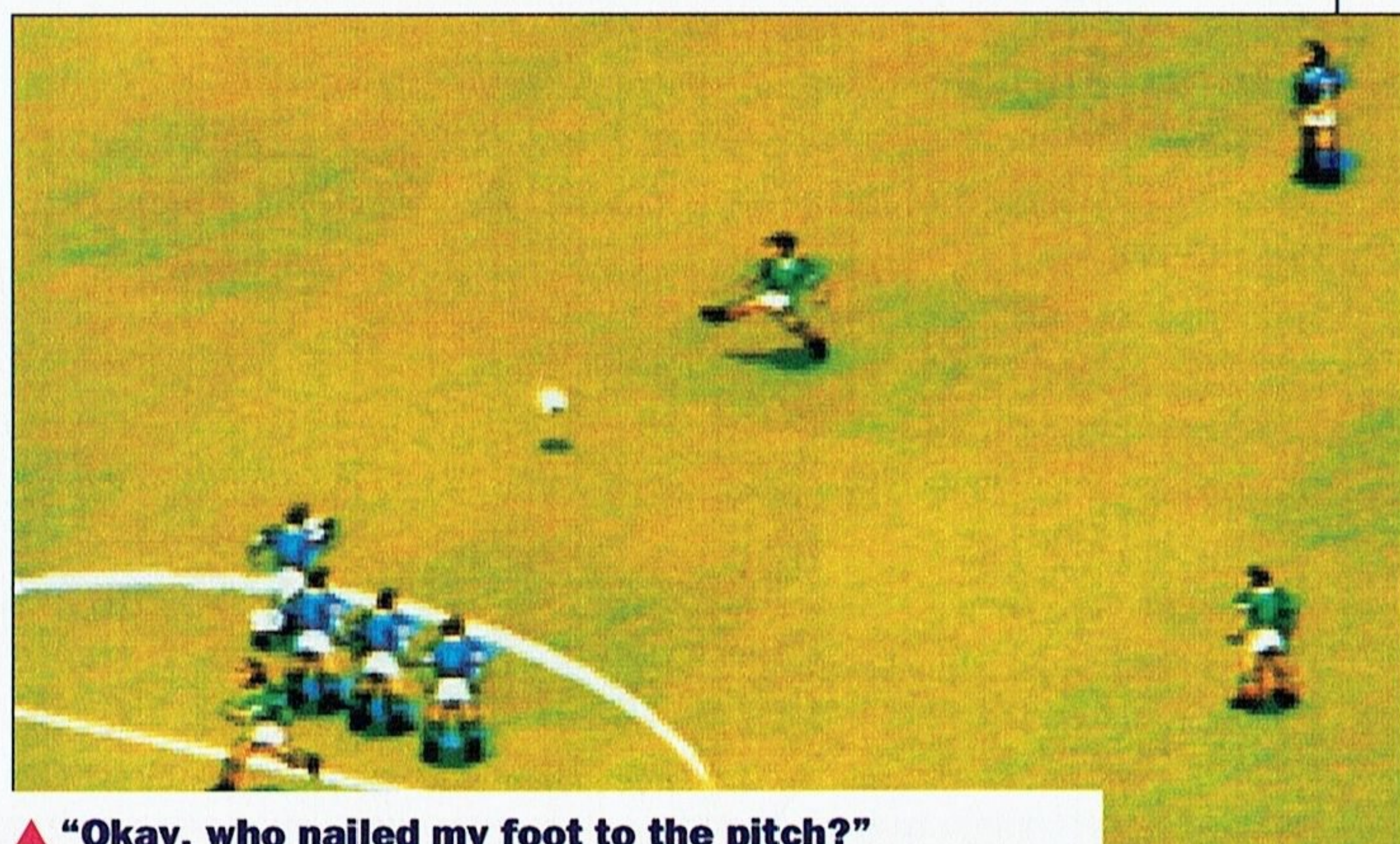
Supplier: Acclaim



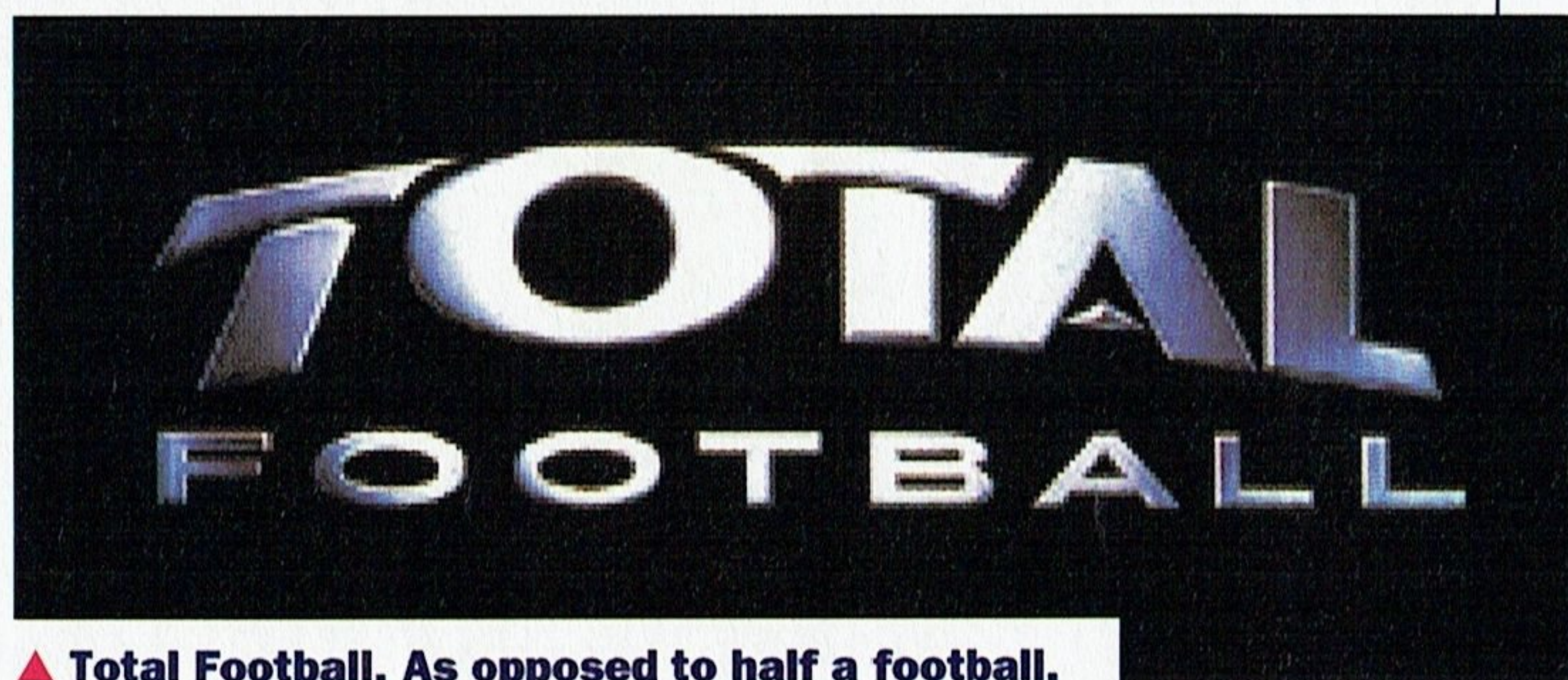
▲ **Let's hope the goalie hasn't been taking lessons from Bruce Grobelaar.**



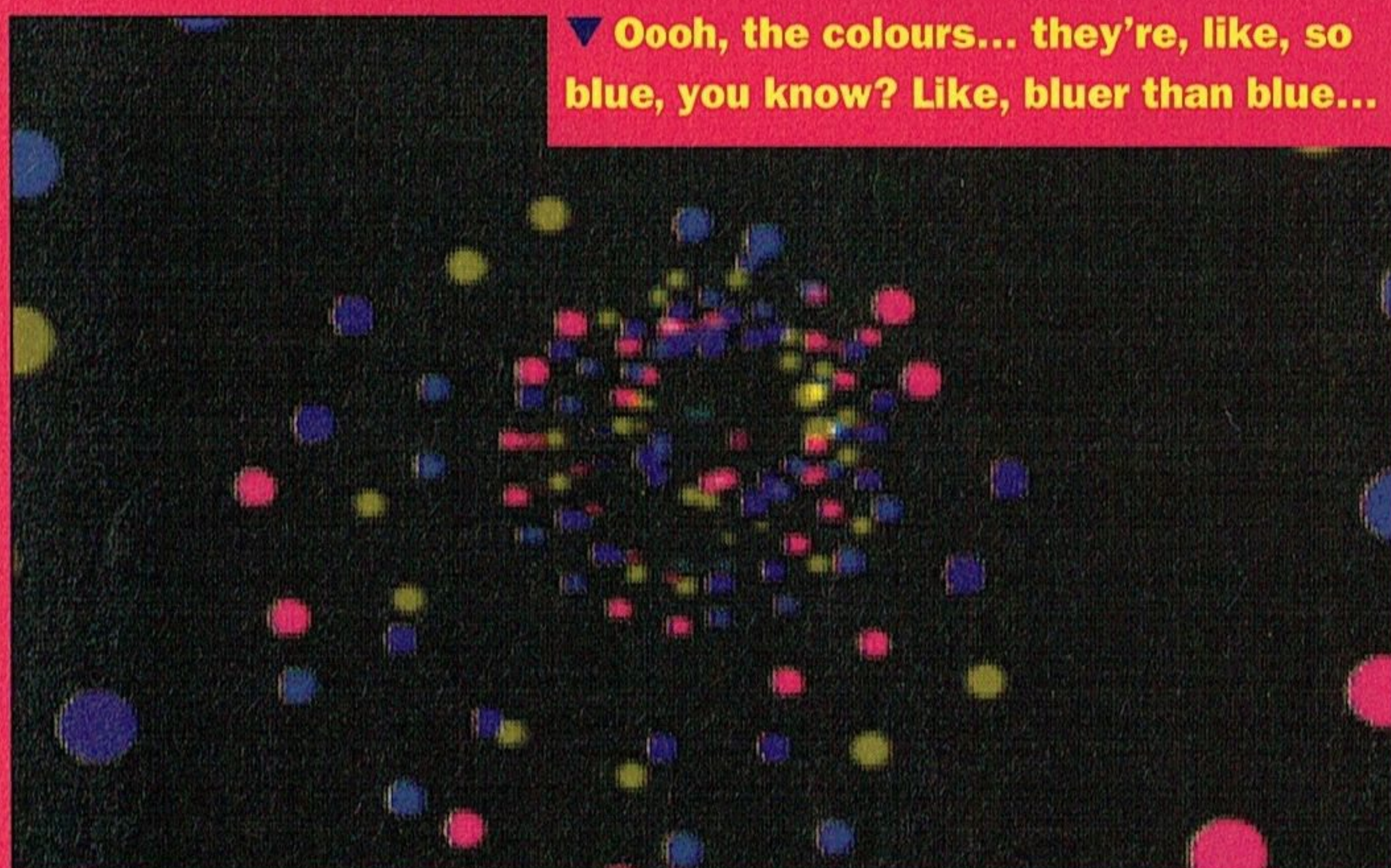
▲ **Fly, goalkeeper! Fly and be free!**



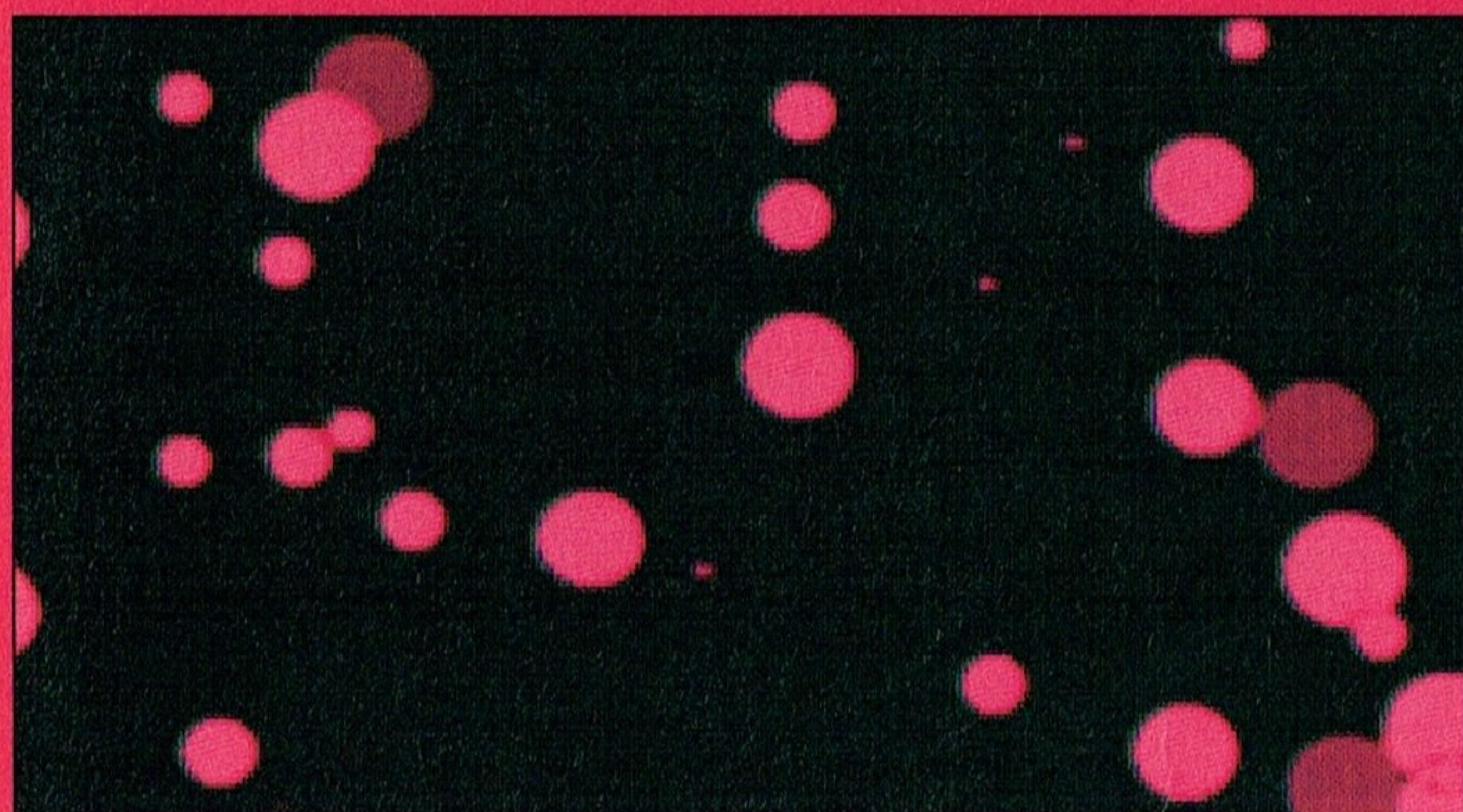
▲ **"Okay, who nailed my foot to the pitch?"**



▲ **Total Football. As opposed to half a football.**



▼ **Oooh, the colours... they're, like, so blue, you know? Like, bluer than blue...**



◀ **Oh wow, man. The aliens are coming out of the patterns! They're, like, coming for me, man. I just know it...**

FLUX

Subversive dance visuals on your Mega-CD alert! Be warned, these trancey psychedelic patterns could seriously damage your mind. Just what does Virgin think they're up to, corrupting the minds of fit young Australasian men and women?

Luckily, at Megazone we're quite fond of all things beer-goggly. So this new visual feast (at least that's what the publicity blurb says) is fine by us.

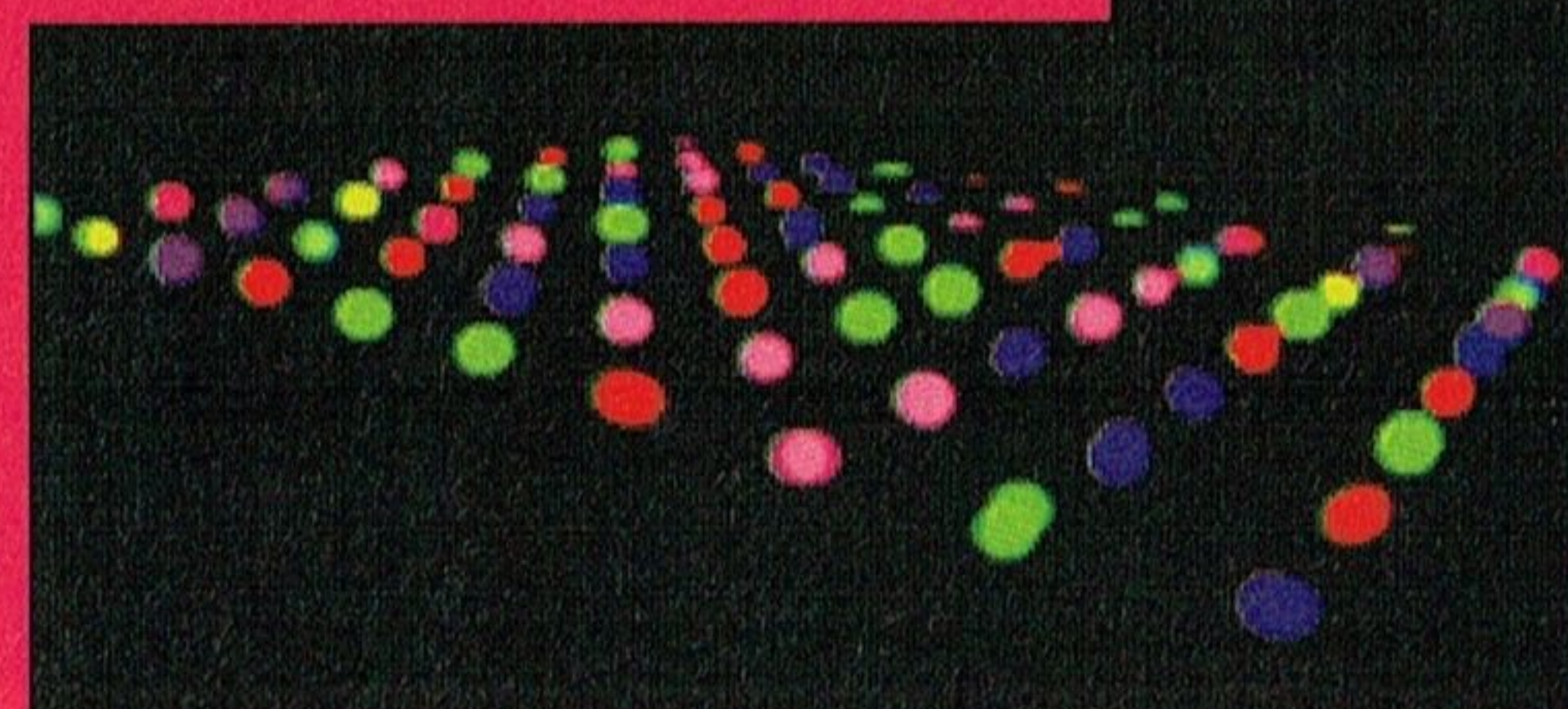
Although it's a product for the Mega-CD, it is actually a cart. You bung the cart into the Mega Drive slot and your fave CD into the Mega-CD, turn it on, and wow! Trance your brain until teatime!

There are loads of different fx on the cart and, of course, the visuals change according to the type of music you play.

So, three years after its official release, it seems as if people are actually beginning to produce original products for the Mega-CD. We can't wait to get it into the office and try out our favourite Frank Sinatra melodies on it.

Format: Mega-CD
Supplier: Virgin

▼ **Step into the screen, my son. Step in, and you shall find the Wild Man. He is waiting for you.**



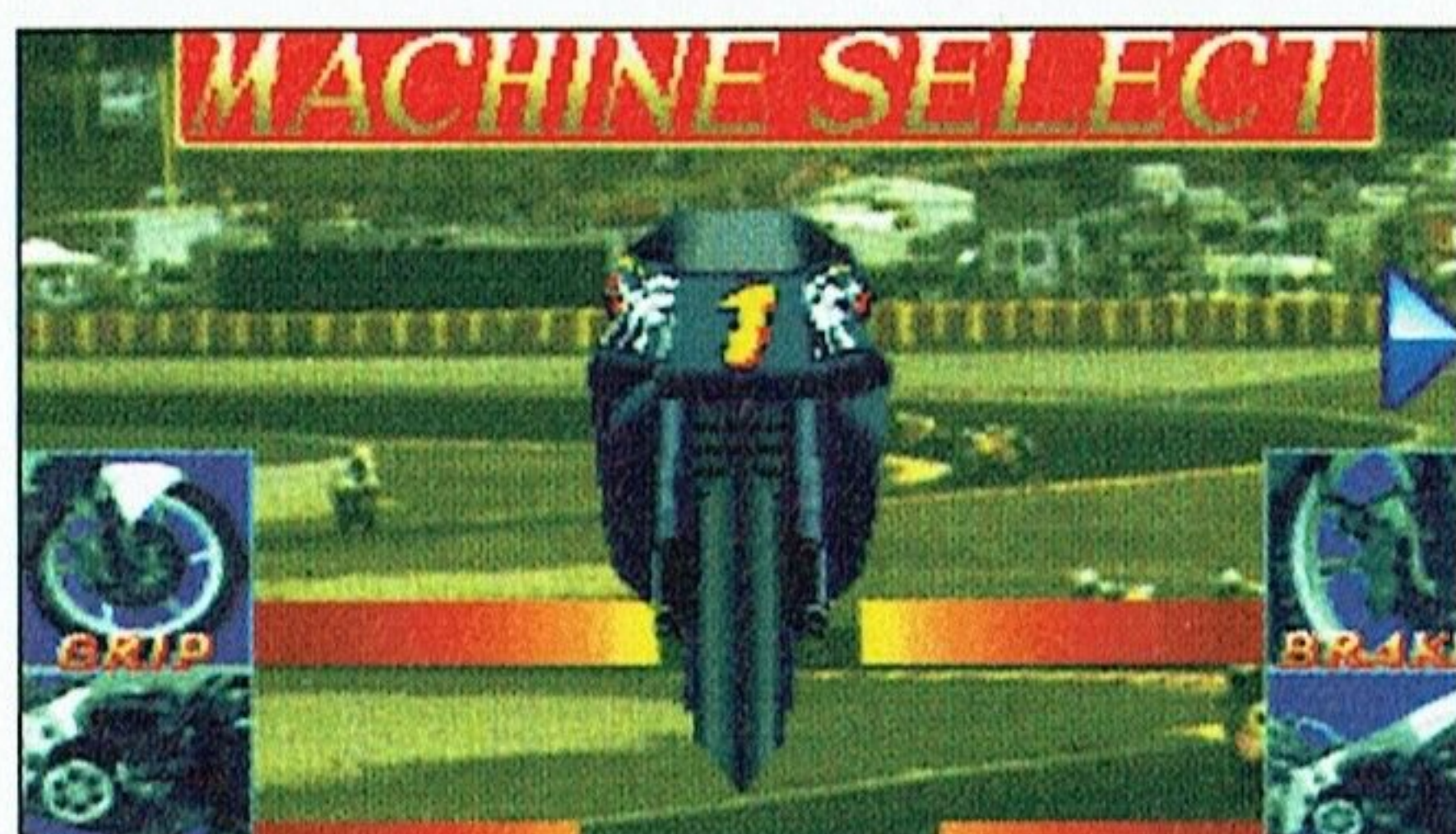
VIRTUA HANG ON

Anyone who's been a bit of a Sega fan for more than five years or so will definitely remember *Hang On*. This was easily one of the arcade classics of its time, and, due to its massive playability, has been given the *Virtua* treatment for a Saturn release.

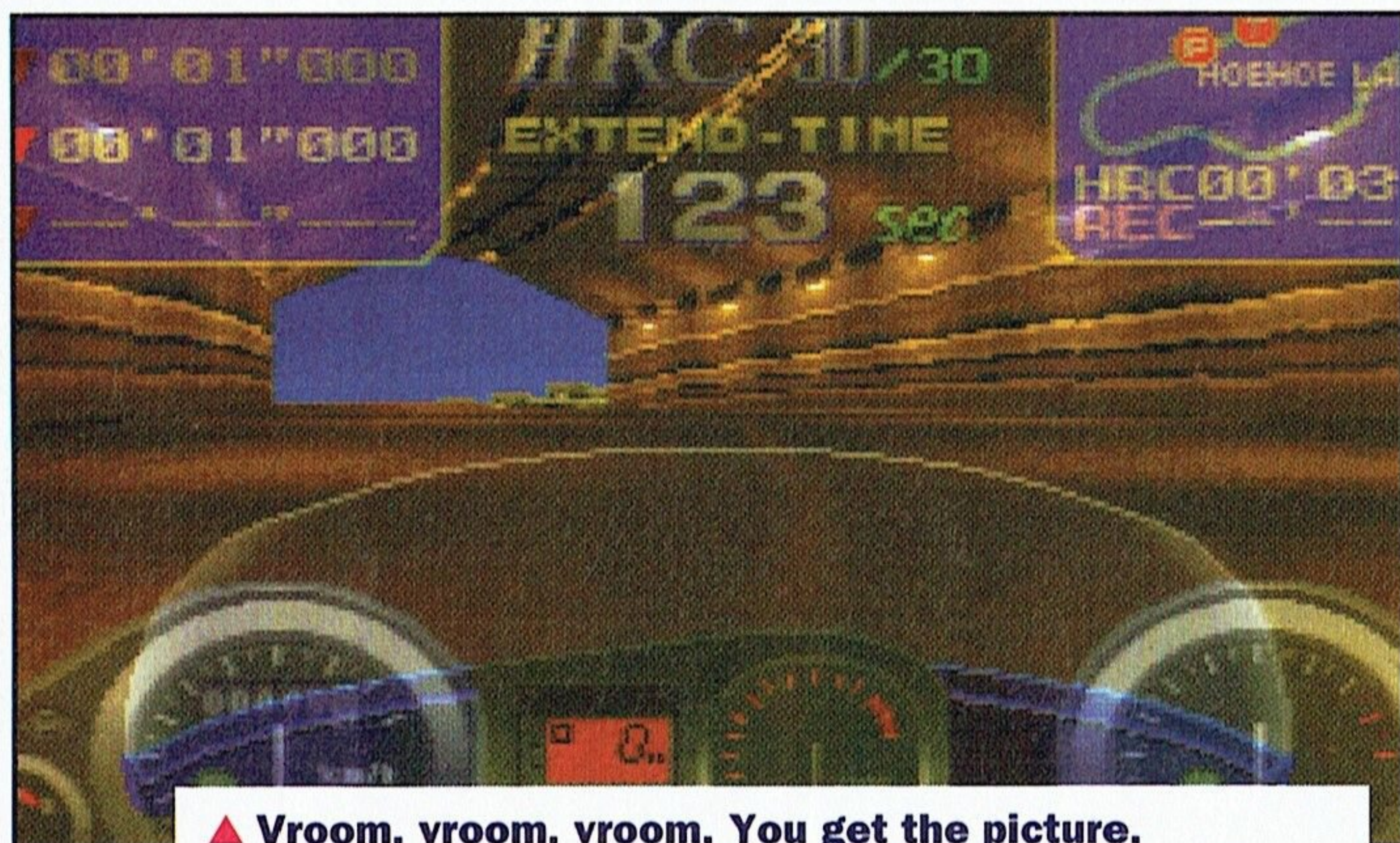
But before you go thinking "Yeah, yeah, seen it all before," take note the game will be completely overhauled. In fact, from the version we've seen it looks likely that the game could rival *Daytona* in the graphics department.

Unfortunately, no playable versions are available yet, but from the demo we've seen, it looks really fast too.

Format: Saturn
Supplier: Sega



▲ The incredible self-standing motorbike.



▲ Vroom, vroom, vroom. You get the picture.



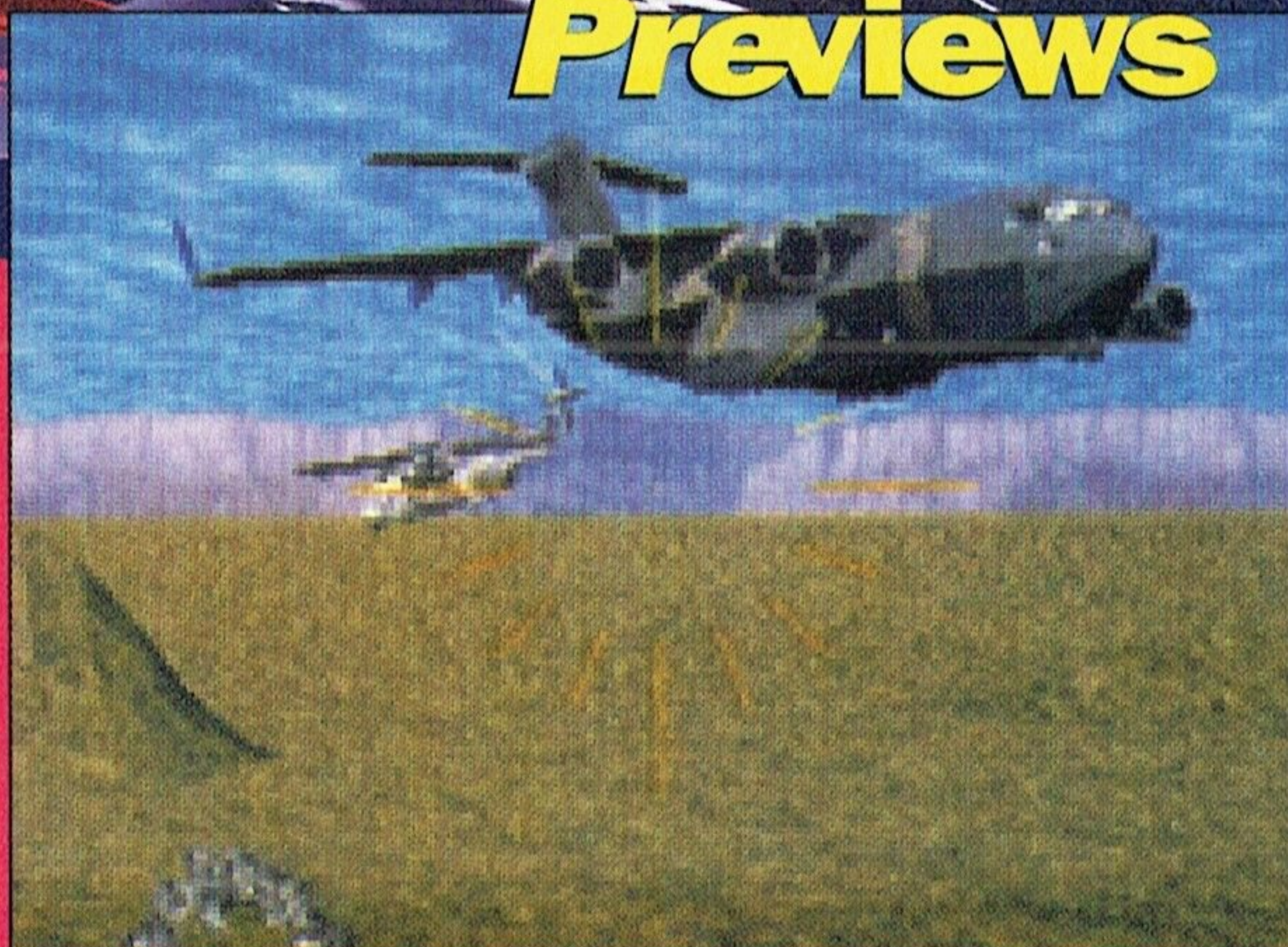
▲ Same bike, different course.



◀ Same bike, different section of the same course.

Previews

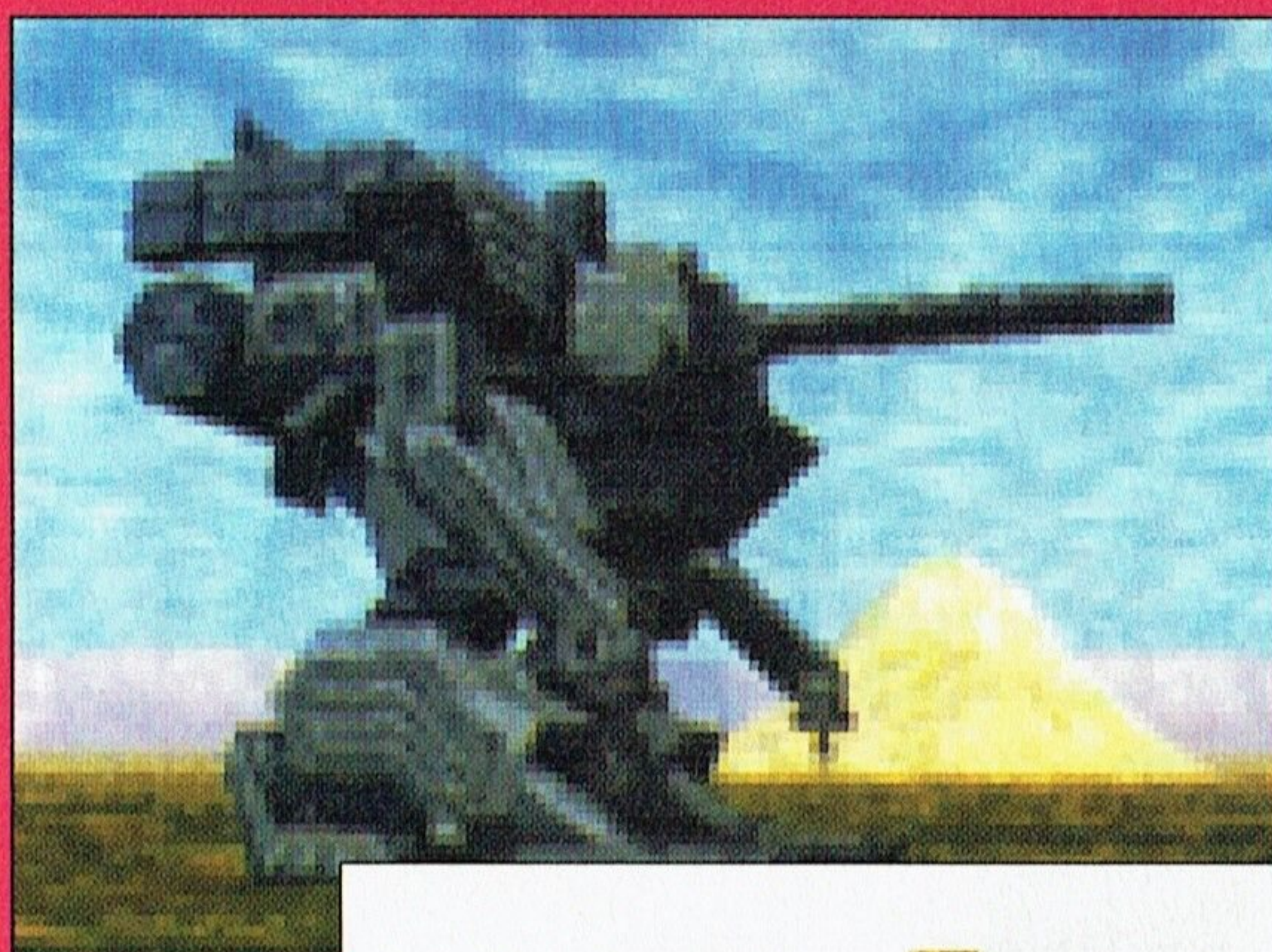
► Did that plane just give birth to that 'copter?



3D POLYGON

Set in the year 2015, this next-generation war game is shaping up to stun Japanese punters. The graphics we've seen so far are quite impressive, with the game played in 3D throughout all levels. As part of futuristic Japanese police force, your must hop into your tank or plane or whatever and rid the world of nasty, evil criminal types. As the title suggests, there's loads of polygon activity – in an attempt to create the most realistic war game to date. No news on an official Australian release yet.

Format: Saturn
Supplier: Sega



◀ A killing machine and a pyramid. A perfect combo.

► One lost and confused killing machine.



◀ A killing machine taking a walk in the woods.



▲ **Pai wins again, naturally. Pai rocks big time.**

VIRTUA FIGHTER REMIX

If you were one of those people who thought *Virtua Fighter* was a bit crap because the polygons sometimes disappeared, well, tough. Ha ha! Only joking. Sega is aware of some of the blunders in the original version and decided to update it for a whole new game. Sort of.

All the graphics have been re-smoothed and given the texture-mapping treatment – as have all the backgrounds. All the glitches from the original game have been taken out too, and the result is an altogether truer arcade conversion.

It still plays the same as the original, but given the choice, this is the better of the two versions.

Format: Saturn

Supplier: Sega



◀▲ **Is it possible? Pai is even more babe-licious than before! Hmmm, Pai...**



◀ **Jacky is just an American wuss. And Pai still rocks.**

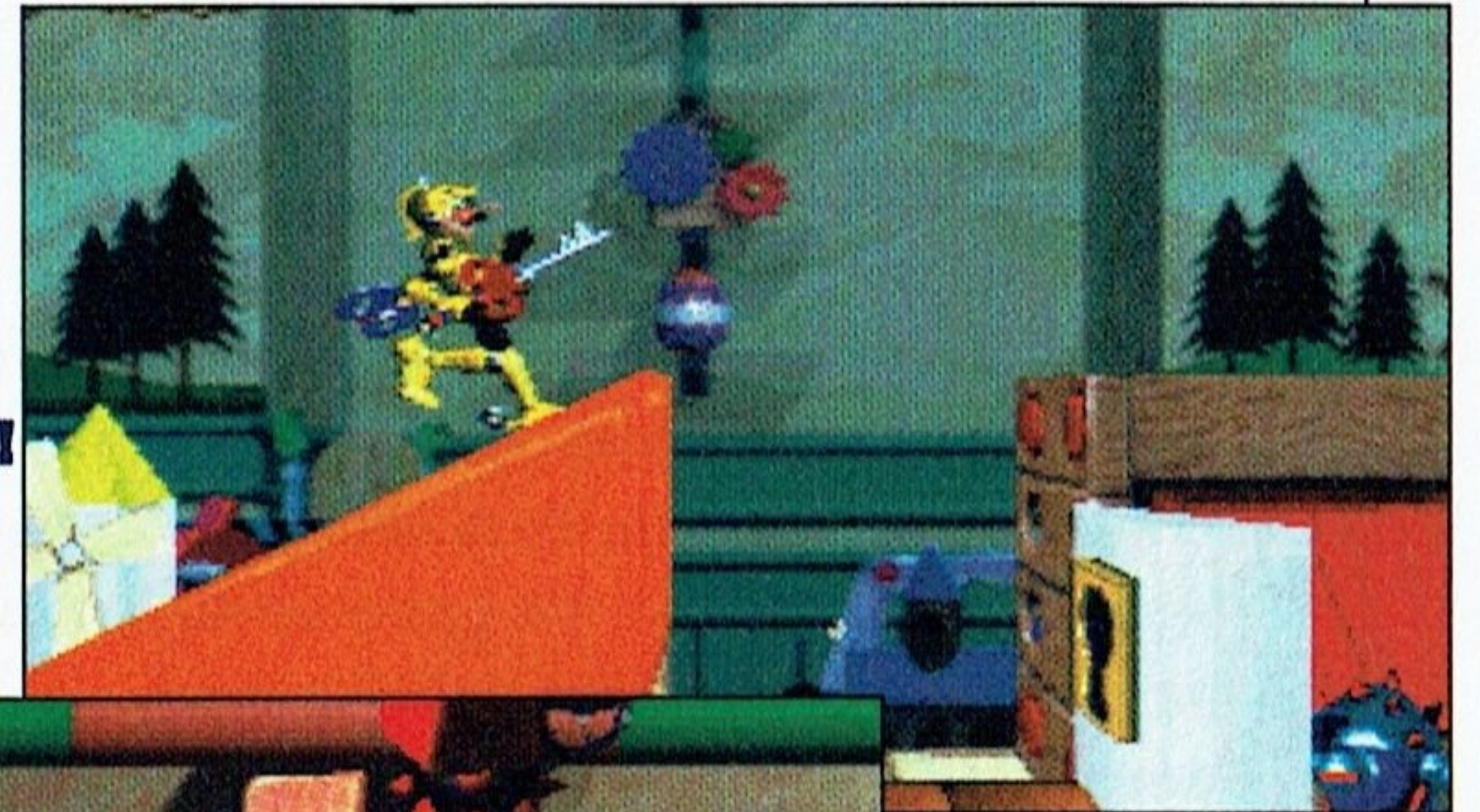
CLOCKWORK KNIGHT 2

Clockwork Knight may have been a bit poor as far as original gameplay goes, but Sega has taken note of criticisms of the first game and made massive improvements for the sequel. For a start, the number of levels has doubled. And although the action remains firmly in the platform realms, there's loads more 3D trickery than before. We've seen some of the level bosses – they're absolutely stunning. At the moment it's not clear whether it will be any more difficult than the first version, but hey, let's hope so.

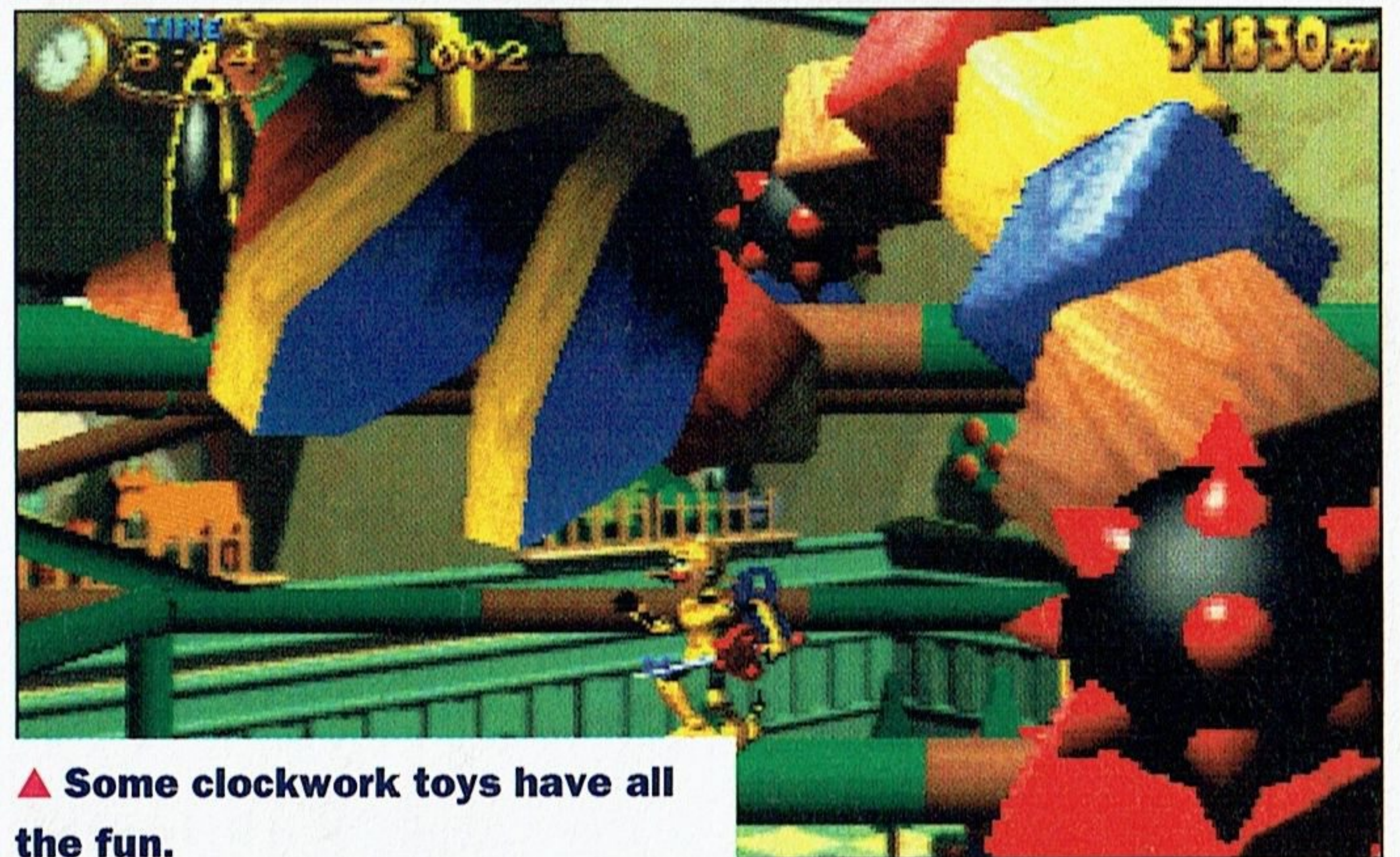
Format: Saturn

Supplier: Sega

► **Jump, ya bastard! Jump!**



◀ **Where's the wally?**



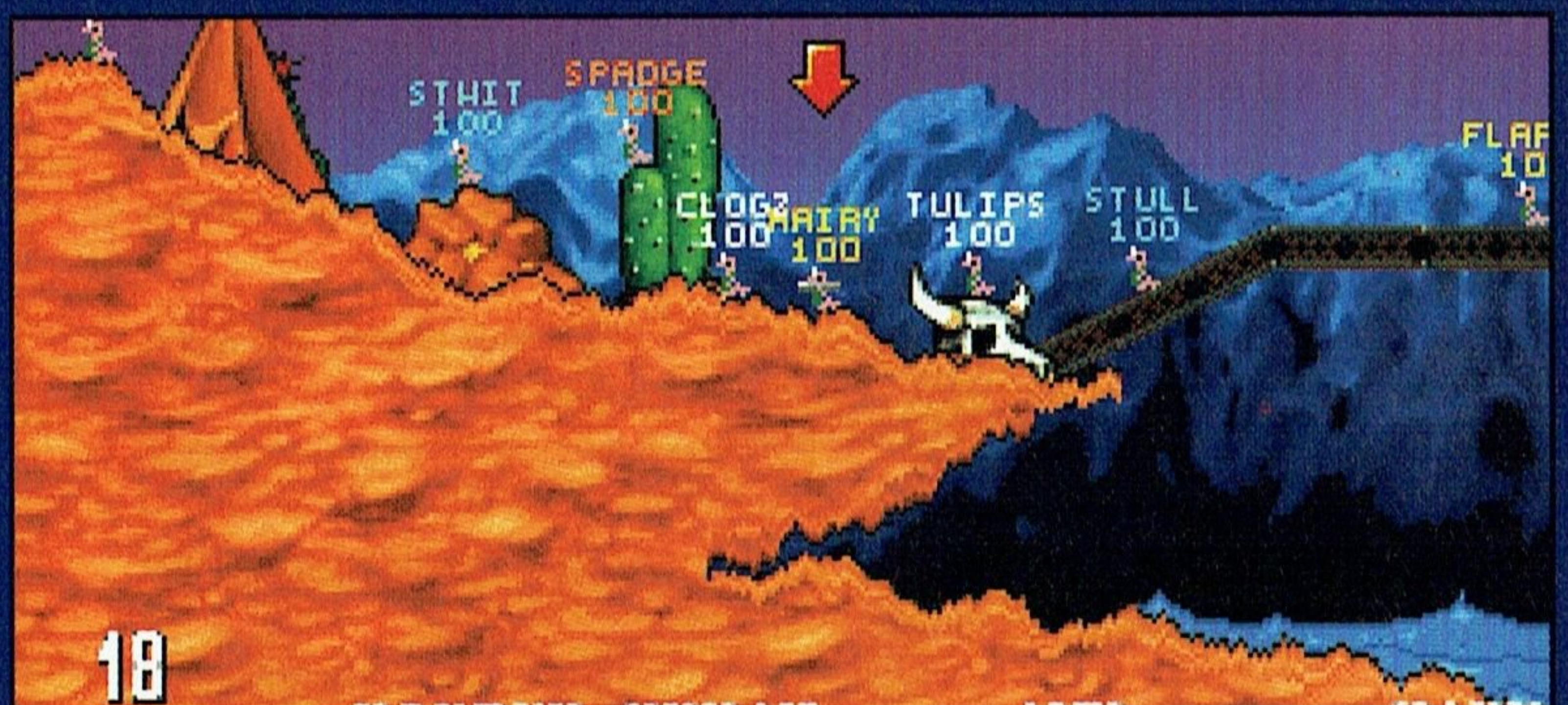
▲ **Some clockwork toys have all the fun.**

WORMS

Blimey. What's this? A Mega Drive release? About time. It's good to know that not everyone has forgotten the humble 16-bit. In fact, this is Team 17's first frolic into the Sega market, and fortunately, it looks as if they've chosen a bit of a winning formula. Already successful on the Amiga, *Worms* is a war strategy game that will have you tearing your hair out in about five minutes. In fact Team 17 even claims that it's an aphrodisiac, which we find hard to believe. Another one that's in early development, but more as we get it...

Format: Mega Drive

Supplier: Team 17



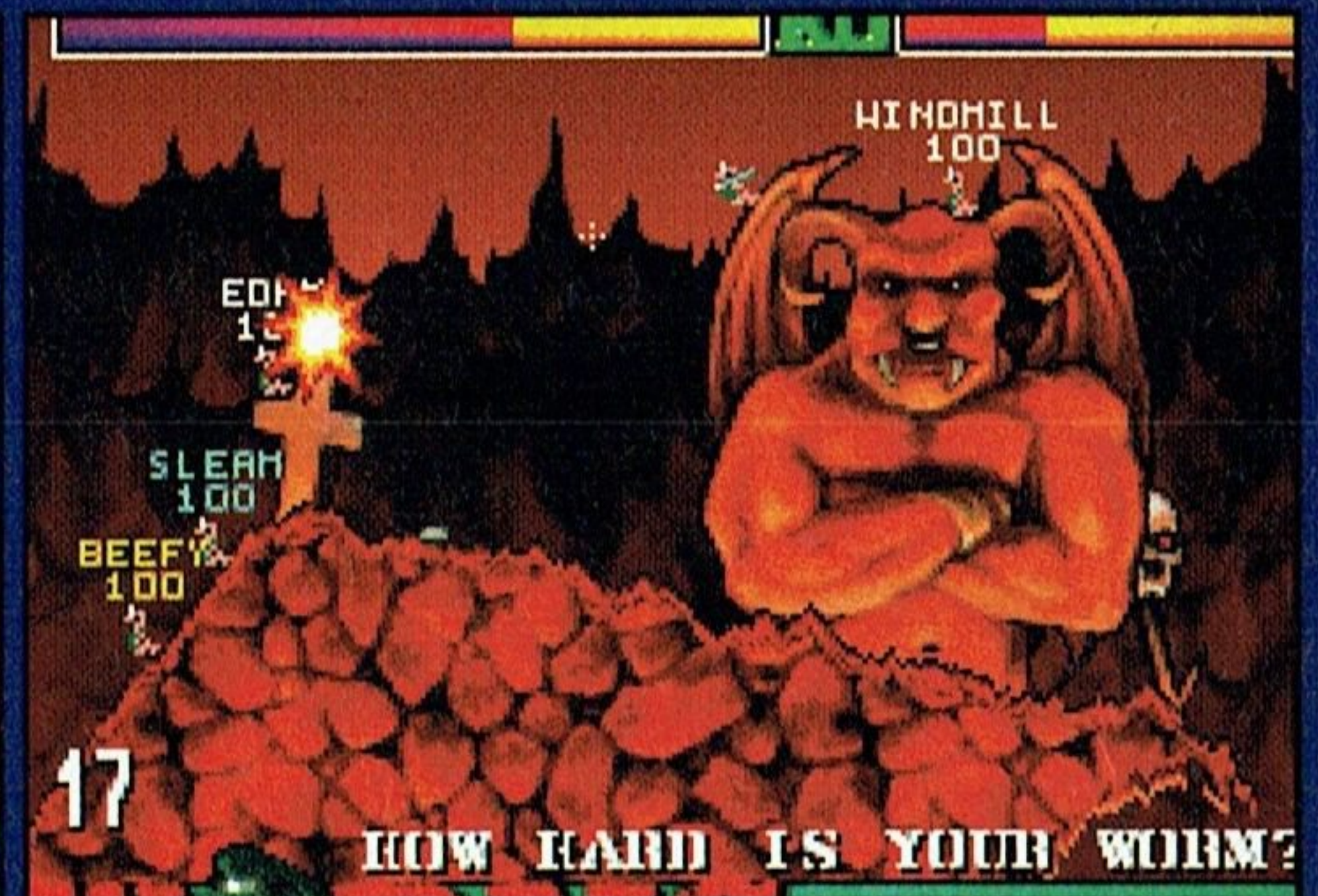
▲ **Once was cow.**



▲ **An explosion. In mid-air.**



▲ **The Megazone office on a good day.**



▲ **Gargoyles kick serious butt.**



▲ Kill lots of big boats and be home for breakfast.

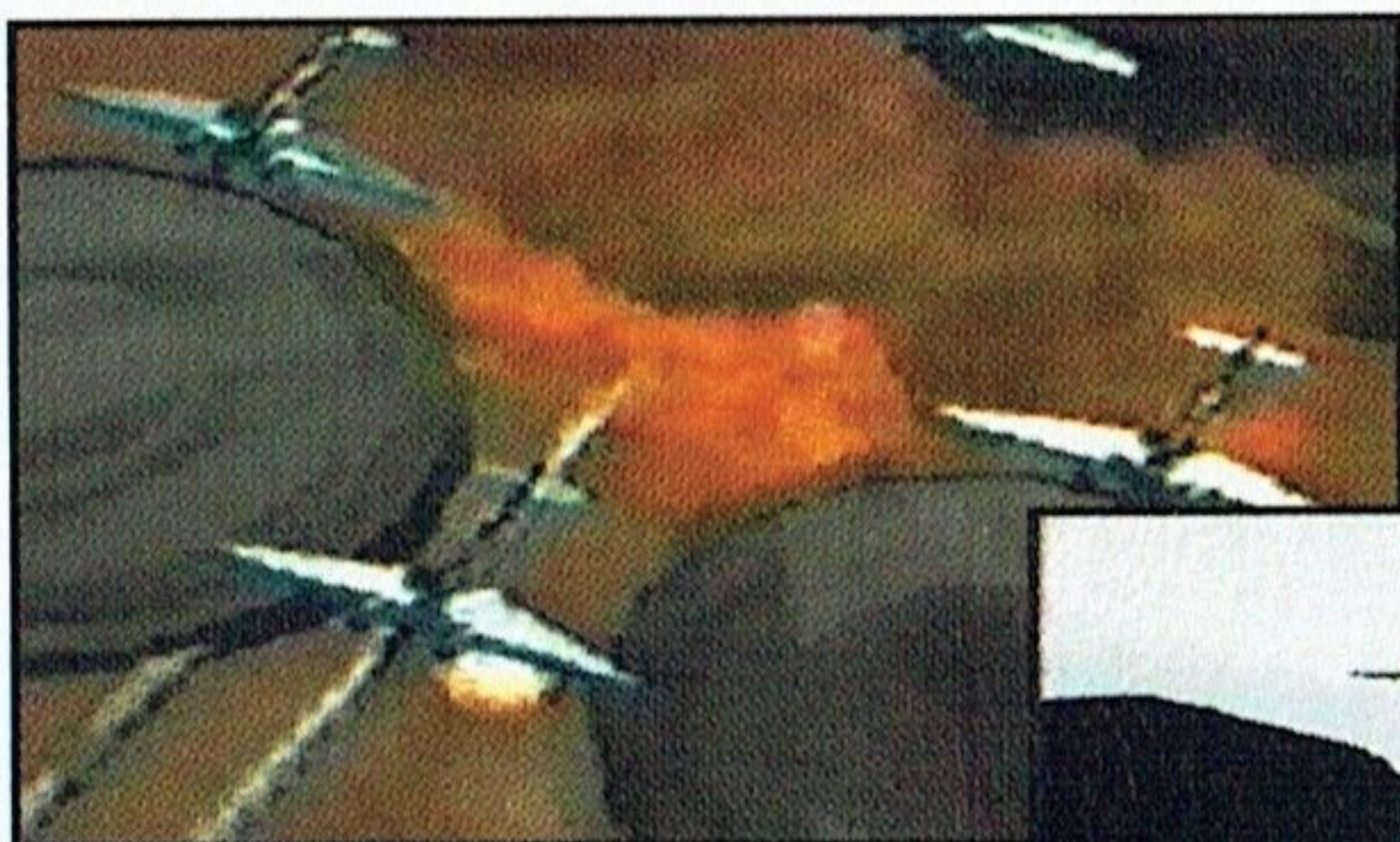
WING ARMS

There have been a few rumours of a 32X conversion of the arcade game *Wing War*. Well, no news on that yet (although we're assured that it is still being released), but there is a Saturn version of the game due out.

It's not exactly based on the arcade game, but it may as well be. Featuring loads of plane-type activity, this looks set to stun Saturn owners with its large enemy body count and a multitude of explosions. We've only seen a demo of the game so far, so we can't really comment on the gameplay, but it definitely looks good.

Format: Saturn

Supplier: Sega



◀ Kill petrochemical complexes.

▼ And kill 'em again.



▼ A lot of planes too close together.



◀ A plane with no friends.

▼ Another plane, having a lie-down.



▼ Planet Earth is blue, and there's nothing we can do. Tra-la.



The 'Coming soon' bit

Batman Forever

MD Acclaim

Well, there's this movie...

Boxing

MD Acclaim

Destroy your opponent's brain cells, as he returns the favour.

Castlevania "The Bloodletting"

Saturn Konami

Hmm... blood. Sounds good to us.

Clockwork Knight 2

Saturn Sega

As if one *Clockwork Knight* wasn't enough.

Comix Zone

MD Sega

Something to do with comics.

Congo

Saturn/MD Sega

Fight intelligent killer gorillas. In the mist.

Cut Throat Island

MD Acclaim

Be afraid. Be very afraid. On an island.

Darxide

32X Sega

Of the moon.

Exo Squad

MD Virgin

Decidedly un-funky...

Flux

MD Virgin

You'll never need to go to a rave again.

Indiana Jones

MD US Gold

\$100 says it's going to be a platformer.

Judge Dredd

32X Acclaim

He kills people. Even if they're good.

Light Crusader

MD Sega

Join a quest for the holy light bulb.

Manhattan Project

32X Acclaim

Build an atomic bomb and destroy a major Japanese city?

Maximum Carnage 2

MD Acclaim

Sounds promising.

Micro Machines 2 - New Edition

MD Codemasters

Profit-milking machine, more like it.

Phantom

MD Viacom

Ghost who walks on platforms and shoots things.

Pinocchio

MD Virgin

Would we tell a lie?

Popoitto Hebereke

Saturn Sunsoft

Japanese game about being blind drunk, apparently.

Revolutionix

Saturn Acclaim

An FMV shoot 'em up.

Sensible Golf

MD Sensible

Isn't golf always sensible, what with Rupert the Bear trousers and argyle jumpers?

Sonic Mars

32X Sega

Sonic gets in a space ship and goes to another planet.

Star Trek: Deep Space 9

MD Virgin

Go where hardly any other MD games have gone before.

Striker 32

32X Sega

Soccer, bloody soccer.

Super Skid Marks

MD Codemasters

Goes to show what happens when you don't clean the dunny.

32XTREME

32X Sega

Your guess is as good as ours.

Total Football

MD Acclaim

As opposed to half a football.

Waterworld

MD Ocean

Kevin Costner's movie flops onto the Mega Drive.

JUDGE DREDD™

THE EPICS

Edge Entertainment lays down the law for 1995 with *Judge Dredd: The Epics*! This long awaited card release showcases the post-apocalyptic adventures of Judge Dredd in the all-too-real nightmare of Mega-City One. The classic Dredd legends - and artists - are brought together in this spectacular card set featuring:

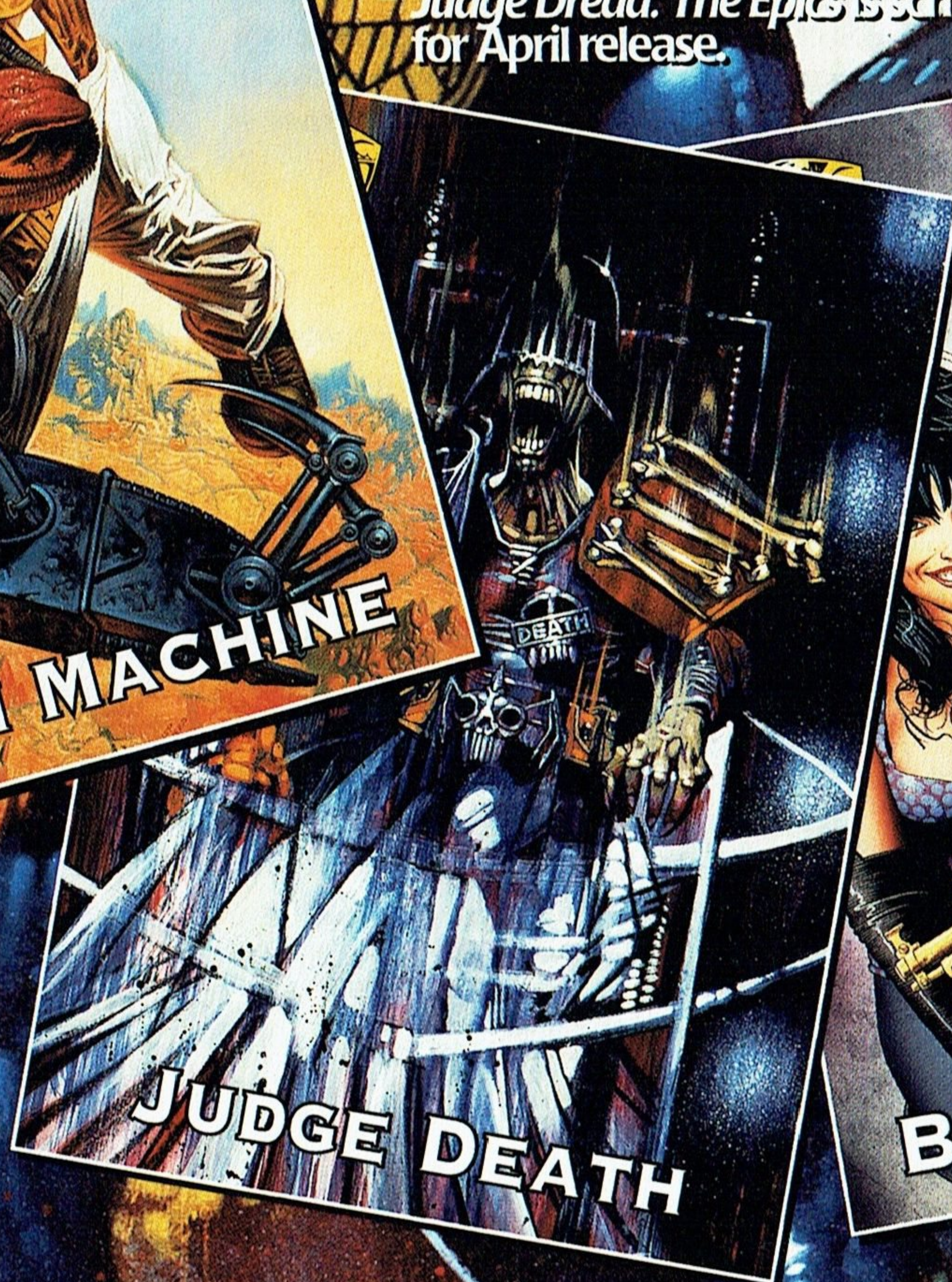
Ninety card base set representing Dredd legends with multi-card storylines and original cover art from the UK magazine 2000 AD. Meet Judge Anderson, Mean Machine Angel and Sabbat the Necromagus as they collide in classic sagas like *The Cursed Earth*, *Judge Death Lives* and *The Judge Child Quest*.

Come face to face with the Dark Judges in the all-new Edgetech™ *Death Dimensions* Mega Chase card subset.

Check out the preview cards for this Summer's blockbuster Judge Dredd movie starring Sylvester Stallone.

Get your hands on the ultra-collectible original artwork cards produced exclusively for this set by renowned Judge Dredd artists Simon Bisley, Carlos Ezquerro, Mike McMahon, Ron Smith and Steve Dillon.

Judge Dredd: The Epics is scheduled for April release.



TRADE ENQUIRIES



Aust Tel: (02) 353 9911
NZ Tel: (9) 443 0245



Available at leading newsagents, hobby shops
and other trading card retailers.

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MEGAZONE OP SHOP



LETTERS

A bit of a worry

Dear Megazone,

I own a Mega Drive II and recently played *Sonic & Knuckles* and *Street Fighter II*. They were great games so I looked back through my issues of Megazone to see what you guys thought of them, when I noticed that both of these games are 24 megabits. I would just like to know how 24 megabits fit into a 16-bit machine. I would also like to know if *Mortal Kombat III* will make it to the Mega Drive. How many bits are *Mortal Kombat I* and *II*?

James

Burpengary, QLD

If we say a cart is 24 megabits, we're talking about how much information is contained in the chips loaded on the cart (basically how much memory is needed to store all the computer code for the game). The Mega Drive is a 16-bit machine, which means it processes those 24 megabits of *Sonic & Knuckles* 16 bits at a time. Okay?

Aargh! Listen up and listen good: IF WE GET NEWS OF MORTAL KOMBAT III COMING TO THE MEGA DRIVE, WE'LL TELL YOU. HONEST.

Mortal Kombat I was 16 megabits, II was 24 megabits.

Two 'how much?'s and a 'would it?'

Dear Mega Mouth,

Firstly, you guys at Megazone are cool, and have the best sense of humour. Now for the questions:

1. If I bought a Sega game in America, would it work on my Mega Drive II here in Australia?
2. If a converter is needed, how much are they and where can I get one?
3. Is the Sega stereo audio/video cable available in Australia. If so, is it any good and how much would one be?

Brad

The Rock, NSW

Tell us something we didn't know. Some answers:

1. Nope. Unless, of course, it was a really, really old cart with no security mechanism.
2. The most common converter is the Datel Electronics Universal Adaptor, which retails for around \$60.
3. Yep. Is it any good? Well, it does the job – what more do you want? They sell for around \$30.

MEGAZONE OP SHOP

'I'm moving to Swaziland and I can't use my Mega Drive there.'

'I've discovered women.'

'Please buy these crap games off me so I can get something decent. Please.'

Maybe you need some serious money in a hurry. We know the feeling. Or perhaps you just want to buy your mum something nice for putting up with you and washing your smelly undies...

Whatever your reason, it doesn't concern us. We don't want to know. Megazone Op Shop – buy, sell and swap stuff, no questions asked. Just follow the easy steps below for a painless Op Shop experience.

LIST your goods and prices clearly and state whether they are 'For Sale', 'To Swap', or 'Wanted To Buy'. If you're trying to get rid of heaps of games don't list them all. Just write out the best ones 'cos it's really really tiring typing millions of game titles into the Megazone computer.

WRITE your name, address, and telephone number (including your area code) on the same piece of paper. We only print your phone number but need all the details for our stringent verification procedure. Plus, we sell your names to companies that want to sell you useless crap at inflated prices, for a tidy sum, and then we get rich quick. No, we don't do any of that, really. But ads that don't include these details will get nuked. No questions asked.

INCLUDE a one-dollar coin securely strapped to your piece of paper and put it in an envelope. No fundage – no ad in print. This is for us to spend on drink and pizza every now and then. So, it's really important though pretty simple, don't you agree?

MAIL all this to:

MEGAZONE OP SHOP, PO BOX 746, DARLINGHURST, NSW 2010.

The small print. We reserve the right to edit your ad how we like. Megazone takes no responsibility for what happens during and after your transaction. It is the responsibility of the respondent to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you have sent in your ad – suck eggs. We ripped you off. No, it'll probably be in the next one.

For Sale

Aura Interactor virtual reality gamewear, for use with Mega Drive and SNES consoles. Brand new, hardly used, in box with instructions. Perfect condition, \$60, or best offer. **TEL: (02) 477 2497**

Master System II, four games, two control pads, \$150, Japanese Mega Drive (multi-system TV not required), \$75, Mega Drive: 30 games from \$6 to \$95, including Super Street Fighter II, MK II and NBA Jam Tournament Edition. **TEL: (02) 449 6603**

Suck eggs

Dear Megazone,

I have some things to say:

1. I wanna Aussie Rules game. I don't care how crap it is, I want one now. Waaahhh!
2. I think there should be more pictures of naked ladies in your mag.
3. Thank you, Andrew Monk of Springwood, NSW (issue #53). I've been trying to do the Fergality for months.
4. When is *Mortal Kombat 34* coming out?

Chris

Parkdale, VIC

1. You can't have one. So suck eggs. Although, rumour has it that Electronic Arts is currently working on one...

2. You're not the only one...

3. Erm, okay.

4. Not long after *Mortal Kombat 33*, we would say.

Two-minute noodles?

Dear Megazone,

Hi, dudes, I thought that you might be able to answer some questions for me (just for something new to do).

1. I've seen a machine called the Sega Activator in an American mag that some loser was reading. Will this come out in Australia? If so, how much will I have to fork out for it?
2. Okay, I'm going to mention *Mortal Kombat III*, just to say that it's brilliant. Will it come out on the Mega Drive? (Please tell me or I'll stuff a goldfish into my sister's pants.)
3. My friend Adam is selling his MD and buying a SNES. Could you please say that he's an idiot?
4. Does Agatha like two-minute noodles?
5. How long is a piece of string?

Thanks, guys, now I can get some sleep. Oh, here come those men in the white jackets again, gotta run.

PS Adam, you're a David Bowie fan.

PPS Fränts, keep up the good work.

Andrew

Mt Colah, NSW

1. There's very little chance of this alternative to the usual joypad making it here. (For those not in the know, the Activator is a ring of sensors. You stand in the middle of the ring, breaking light beams to cause your character to punch, kick, etc.)

2. We're not sure whether we feel sorry for Goldie, or envious of him...

3. He's an idiot, and so are you for having him as a friend.

4. Yes, but only if they are the chicken-flavoured ones.

5. As long as its length.

And yes, Adam does like David Bowie. But Adam's a Pommie git and can't help it, okay?

The dirt on Saturn...

Dear Megazone,

I am writing to tell you what a good July issue you put together, but I have one question for you. You said that the programmers had trouble converting *Virtua Fighter 1*, so they overhauled the operating system to make programming in 3D better. But does that mean the texture mapping and polygons-per-second count have been improved? If so, by how much? If they've fixed up the Saturn, does that mean *Daytona's* graphics will be better?

Kain

VIC

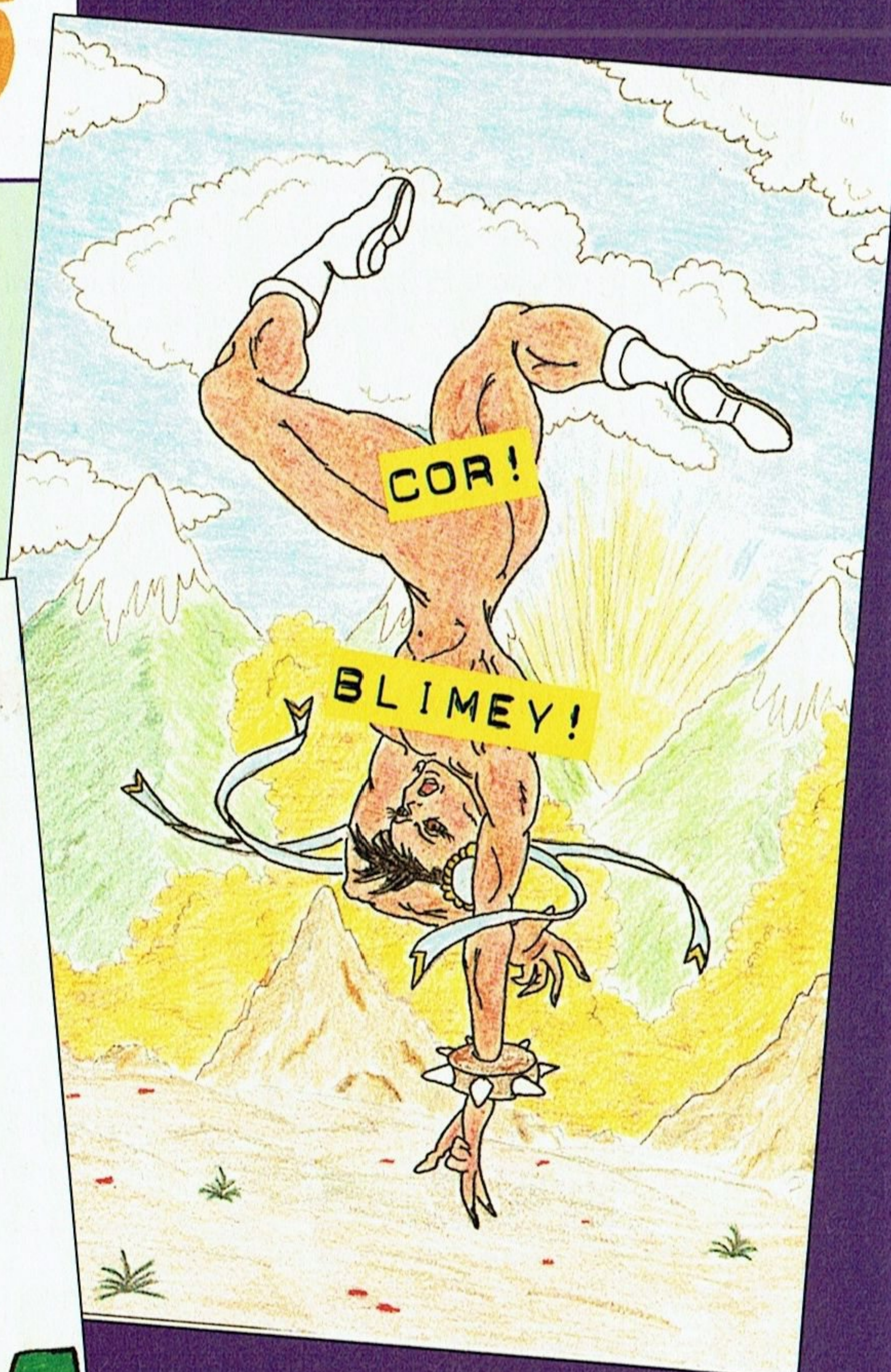
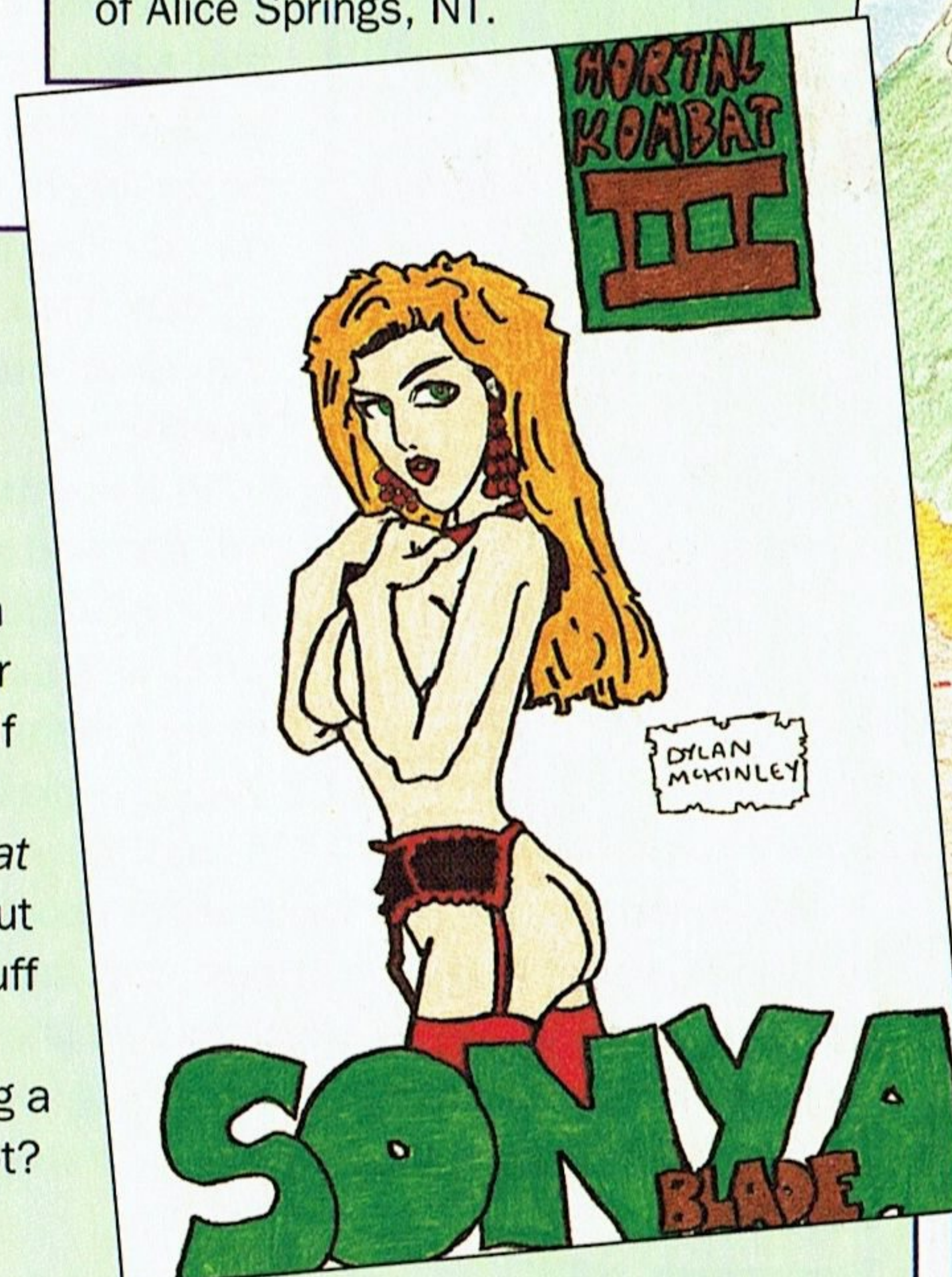
The Saturn itself hasn't been overhauled, it's the development tools for creating Saturn games that have been improved. So any game already released won't be any different - it's the games currently in development which will boast superior graphics.

MEGAZONE SHOP

LETTERS

Reader's Art corner

Some call it 'art'. We call it sick filth. But who are we to judge? Chun Li comes from the hand of Jay Towart of Chinchilla, QLD, while Sonya Blade was drawn by Dylan McKinley of Alice Springs, NT.



Mega Drive: Super Smash TV, \$30, Streets of Rage \$20, Master System II, two games, one joypad, one Sega control stick \$60
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Wanted to buy

Mega Drive: Sensible Soccer and Speedball 2. Must be in A1 condition.
TEL: (067) 673 490

Mega Drive: Super Monaco, plus old issues of Megazone or other Sega magazines. Must be (08) area.
TEL: (08) 293 6135

Role-playing criminal wanna-be shock

Dear Megazone,

Wanna play 20 questions? No? Well, stiff.

1. Review more role-playing games!
2. Review more CD titles!
3. When will you publish the Great Big Guide to role-playing games?
4. When will *Shining Force CD* be available?
5. Do you think I should hire out some really cool MD games from my local video store and never give them back?
6. Why do you leave the 'l' off the *Virtua* games?
7. Do you think you could give away a little book with lots of up-to-date game cheats with one of your future issues? Kinda like a cheats bible or something.
8. Why does it take you three months to publish our letters?
9. Bye!

A.W.O.

Bells Park, QLD

Oi! That's not 20 questions...

1. We can only review what has been released. There just aren't that many RPGs around at the moment.
2. Ditto.
3. In this very ish, stupid.
4. Not this year.
5. Erm, our lawyers advise to steer clear of this one.
6. That's the way Sega spells 'em, and that's the way we spell 'em. So there.
7. We'll think about it.
8. It takes us that long to stop laughing at them.
9. Is that a question?

Bored headbanger alert

Dear Megazone,

It has reached that time in the school holidays where I have become very bored, so I decided to waste some of your time and kill some of my time. Here is my cure for Headbanger's Neck (the pain in your neck that you get in the morning after you've been headbanging all night). Before you start, roll your neck slowly in each direction for about five minutes, then bang to your heart's delight. Here are some questions for you to ponder:

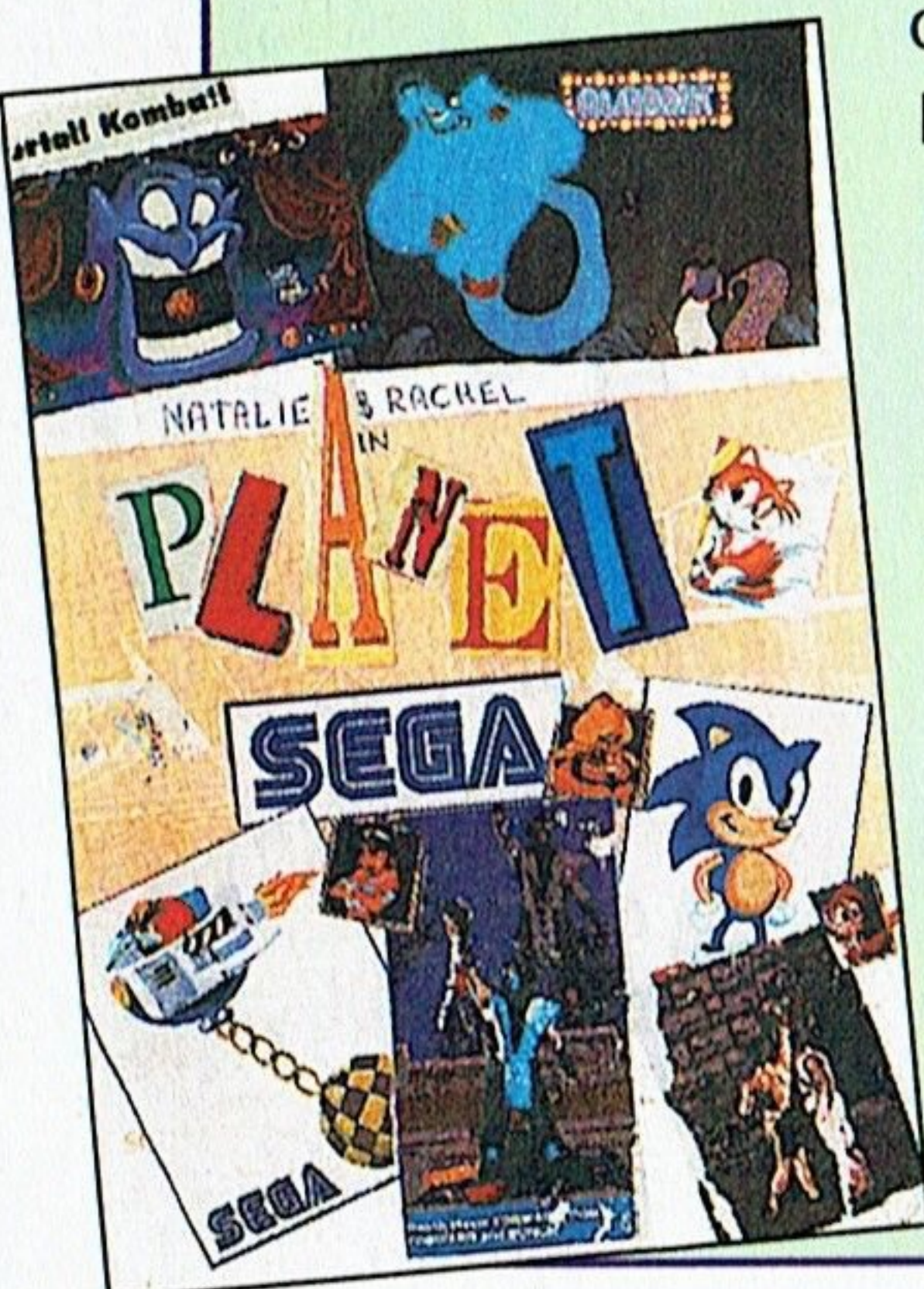
1. When will Lock-On be released and is it any good?
2. Are you people all failures at general maths? I can't work out where you get your percentages from – eg in the review of *True Lies* it scored 85% but, when you add 8+8+8+6 you get 30. 30 out of 40 is only 75%. Then in the review of *Eye of the Beholder* it got 7+7+8+9 which equals 31. 31 out of 40 is 78% and you gave it 79%, which is close enough (I'm not that anal), but please explain how something that gets a higher mark can get a lower percentage. Do you add extra percentages for the type of game or are you all having trouble counting to 10?
3. Why does Drew Barrymore remind me of Cindy (I think that's her name – she's the youngest girl) from *The Brady Bunch*?
4. In the letter from Domagoj, he wants a three-button control pad and you tell them to subscribe (fair enough), but on the subscription page it says that you get a Turbo Fire Joypad which has six buttons (any git can see). Is this another case of your inability to count or is there a valid reason for this. Please explain as I am getting a headache thinking about it.
5. How do you pronounce Domagoj? (No offence meant.)

Bookworm's corner

Natalie and Rachel in Planet Sega

This literary masterpiece dropped on our desks the other day. It tells the tale of two friends and their adventures on planet Sega. From it we learn how Sonic tried to lure these young, impressionable girls into his apartment

on the promise of seeing his 'Robotnik trophies', and that Goro is really just misunderstood – he's quite nice, once you get to know him. But the really amazing thing is that it's all true! Well, it is if you believe Natalie and Rachel, who hail from Kurrajong, NSW. We don't.



6. Where did you get your facts about people born on the 8th, 17th or the 26th? According to 'The Power of Magic', by Derek and Julia Parker, your birth number is governed by your name. Agatha is a seven, which means she is optimistic, is good-humoured and is honest, so judge for yourself whether numerology works or not...

I'd like to say that despite its flaws, your magazine kicks and I do have a life. (I'm just weird.)

Peter

Turramurra, NSW

1. Sega reckons September, so keep your fingers crossed... And it's the most fun you can have with two people besides, erm, well...
2. The way we work out the game's overall score is extremely complicated and uses fractal maths, chaos theory and quantum physics. It may appear that the score doesn't correlate with the individual marks, but that's simply because you're not clever enough to understand.
3. People like you make us sick.
4. You want the truth? You can't handle the truth. Oh, okay then, maybe you can. It's a three-button joypad in the sense that it only has A, B, and C buttons; the row of buttons above are for turbo fire, and not X, Y and Z buttons, so it won't work properly with six-button games.
5. D-O-M-A-G-O-J.
6. Agatha is pessimistic, grumpy and lies at the drop of a hat. So it looks like numerology is a load of old donkey's cobbles.



Aliens are planning an imminent invasion of planet Earth.

You'll be forced to satisfy the perverse whims of our new masters. That is, if you're lucky enough not to have the life force sucked from your helpless body as your blood-curdling screams are met by the mocking laughter of our cruel overlords.

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MZ0995

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The Number...
1902 245 590

The Questions...

A. The legendary bird that rises from the ashes is...?

- 1) The lesser-spotted thrush warbler tit
- 2) The Phoenix
- 3) Sandra Bullock

B. Which heavenly body is known as 'The Ringed Planet'?

- 1) Betelgeuse five
- 2) Saturn
- 3) Sandra Bullock

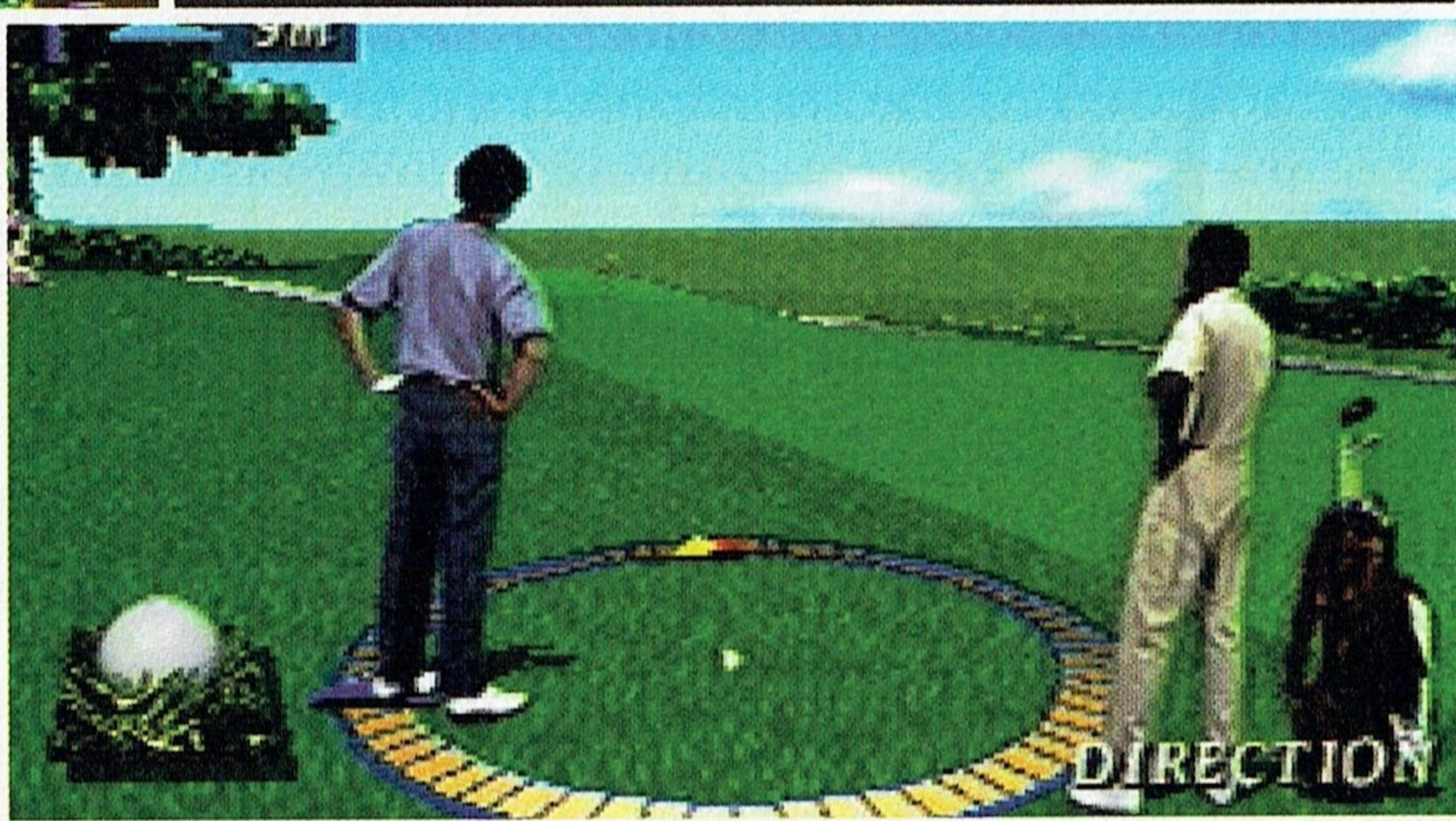
C. Where is Daytona USA set?

- 1) Coober Pedy
- 2) Daytona Beach, Florida
- 3) Sandra Bullock, er...

The Tie-breaker...

Fill in the blank in this sentence:

The word 'Phoenix' appears in this competition double page ____ times.



Competition closes October 20, 1995, so don't bother calling after that. Maximum call charge 50 cents. If you don't pay the phone bill yourself, get the OK from the person who does before you call. (190 Serv. Aust. Higher rates apply to mobile and public phones.)

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PHOENIX IMPORTS

ade Racer steering wheel and the first 10 Saturn releases Win a Saturn

Astal

Darren Porter has lost his princess babe, again. Luckily, he soon found her in between the cushions of his sofa...

After the graphically brilliant, but inept, *Clockwork Knight* failed to ignite excitement, Sega tries again with *Astal*, its second Saturn platformer. In typical Japanese fashion, the story is good versus evil, laced with overtones of the bizarre. You are Astal, who must rescue his girlfriend, kidnapped by his evil twin.

Both Astal and his twin use crystal power to perform magical feats. Astal also has a trusty purple parrot to help him on his journey. The parrot can be controlled by a second player, but is a bit unwieldy and his attacks don't have enough range. Astal himself has a variety of attacks, including hurricane breath, flying fist, sumo throw and a ground-smashing blow that stuns everything on-screen.

The levels are short, but tough. You can adjust the difficulty by choosing how many men you start the game with – the more men

the harder the levels. The bosses pose the hardest challenge, but can be defeated once their repetitive patterns are learnt.

As platformers go, this has all the right moves. It's easy to play, has responsive controls and amazing hand-drawn backdrops. It is certainly much more of a challenge than *Clockwork Knight*.

The sounds, although not outstanding, serve their purpose. And there's even a cool *anime*-style cartoon intro similar in vein to *Astro-Boy*.

So Sega's onto a sure-fire winner? Well, not quite. The game is very good, but Astal lacks charisma – he's certainly no Sonic or EWJ. And although the gameplay is much better than *Clockwork Knight*, it still plays more like *Wonderboy* than *Sonic*. Sega is going to have to wait for *Bug!* before it gets its Saturn mascot. **M**

VITAL STATISTICS

FORMAT: Saturn

TYPE: Platformer

SUPPLIER: Sega

PRICE: \$89.95

SIZE: CD

PLAYERS: Two

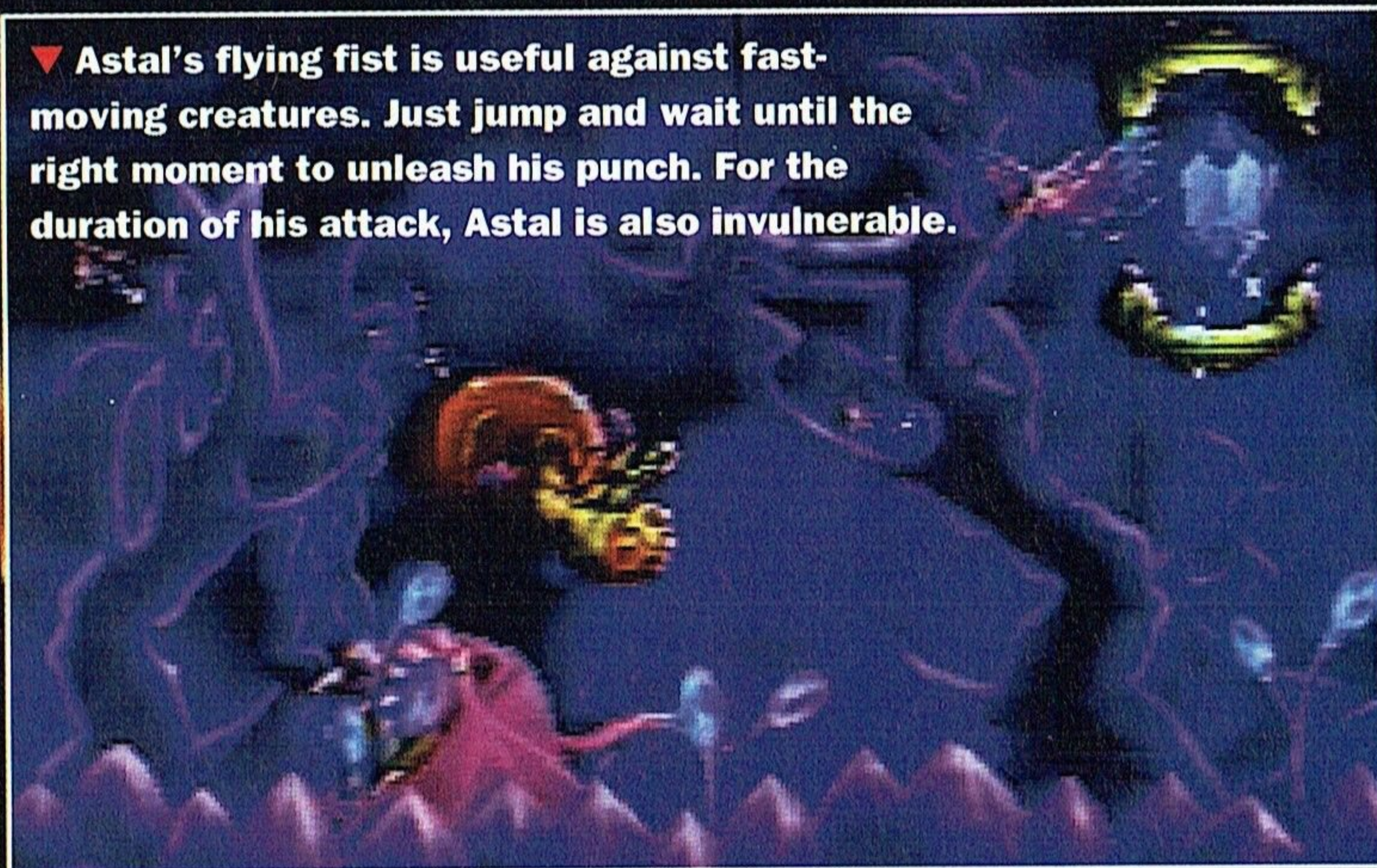
second opinion

Cute main character, great background graphics, amazing intro sequences, suckhole gameplay – same old story, I'm afraid.

□ **MARK**

▼ Items pass in the foreground in front of Astal, and objects also come in from the background – like the volcanic eruptions on level four. Dodging them as they come in is no easy task, but by double tapping in one direction you can make Astal sprint off quickly.

▼ Astal's flying fist is useful against fast-moving creatures. Just jump and wait until the right moment to unleash his punch. For the duration of his attack, Astal is also invulnerable.



▼ The water level is very tricky. This alligator-like creature carries you along at a set speed, and you must dodge the poisonous flowers whilst attacking enemies. Punching the creature on the back makes him arch his spine, sending you off the top of the screen. Useful when there are a lot of nasties attacking.



▼ One of Astal's more useful attacks is his hurricane breath. Push Up to fill his lungs, then press B to release a gush of wind. This is useful if you know that a lot of enemies are coming at once. We just hope he hasn't had any garlic.



ASTAL LA VISTA, BABY

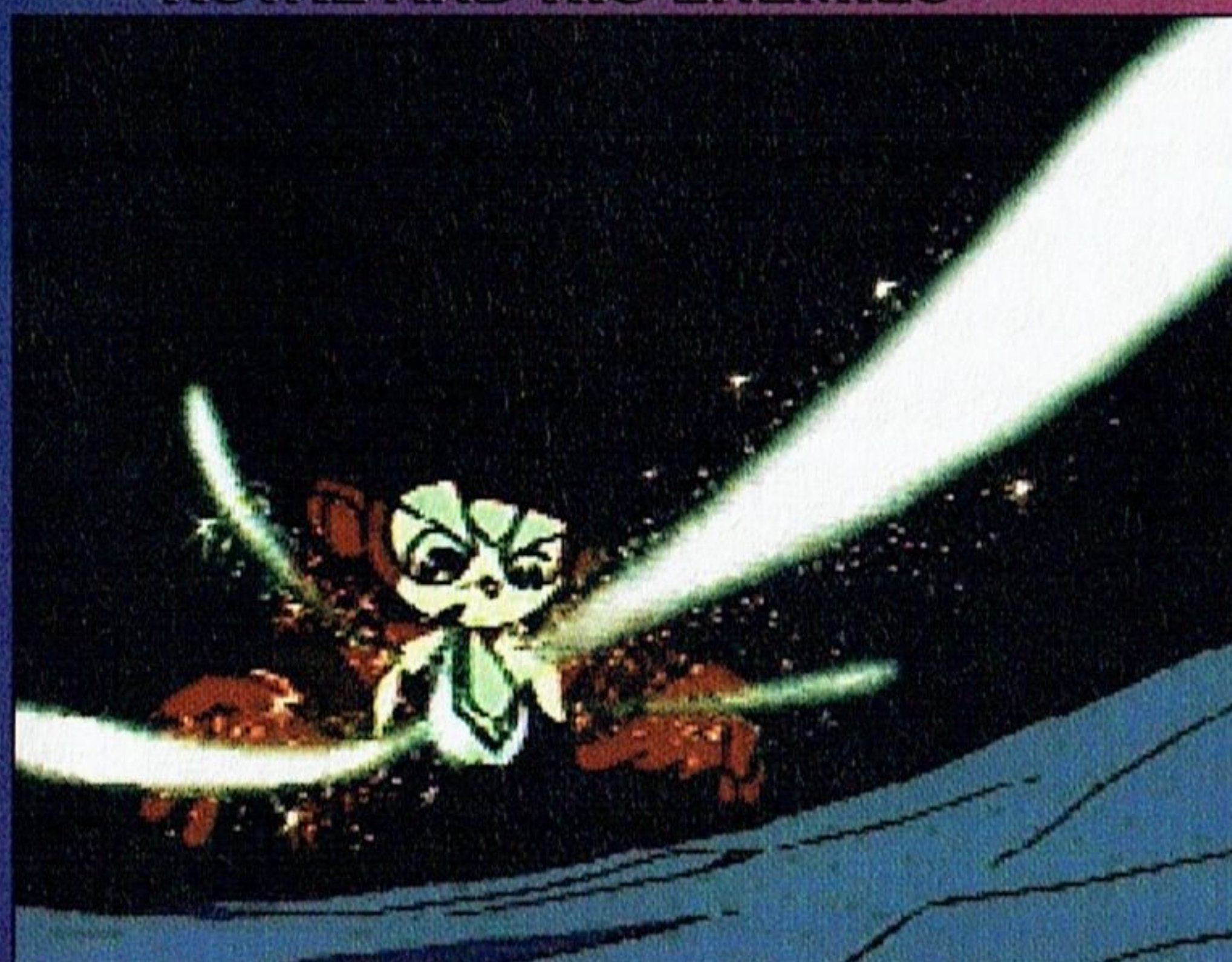
There are actually two intros. The first explains the story of how Astal and his sheila, Leda, were separated. The second, fully animated intro sets up the conflict between Astal

and his evil opponents. The Japanese seem to love drawing their cartoon characters with eyes as big as dinner plates, but it does have a certain charm.

ASTAL AND HIS SHEILA



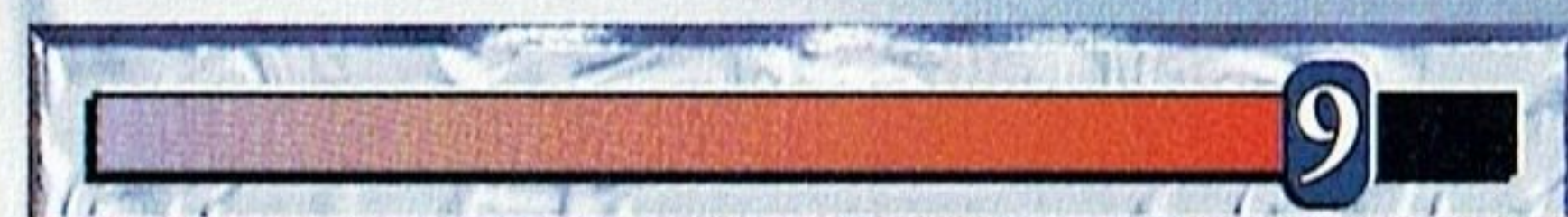
ASTAL AND HIS ENEMIES



Word

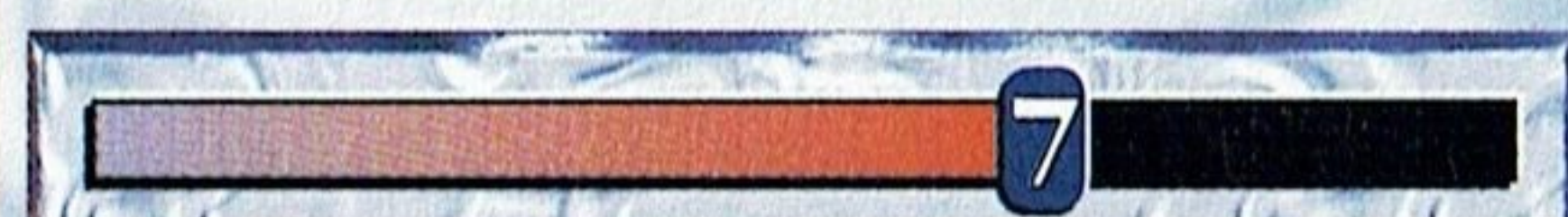
GRAPHICS

Amazing hand-drawn backgrounds and nice animations.



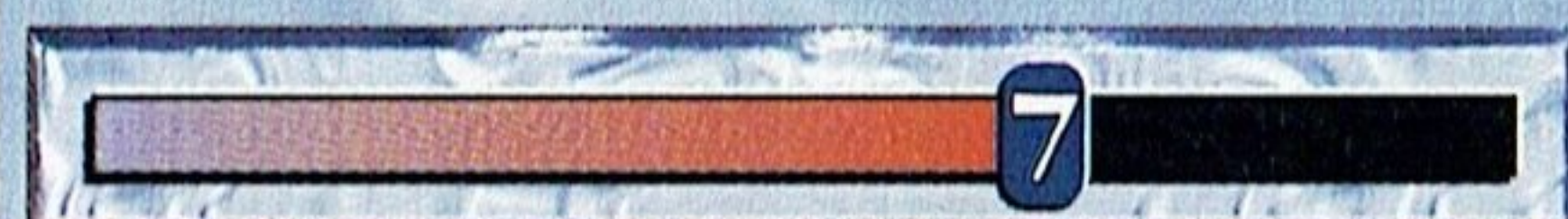
SONICS

Some nice ambient pieces make you feel like you're playing *Ecco*.



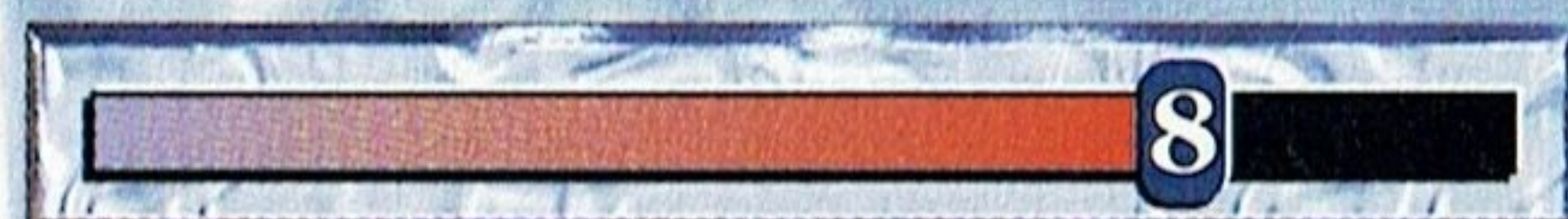
PLAYABILITY

Platformers aren't progressing and *Astal* doesn't help the cause.



STAYING POWER

Lots of levels, some hard bosses and a two-player option should keep you happy.



OVERALL

Every system needs a platformer and *Astal* makes up for the pile of steaming cack that was *Clockwork Knight*.

80
PER CENT

▼ Using the Saturn's built-in scaling software, Astal zooms in and out during gameplay to reveal larger items, such as this giant flower boss at the end of level two.



► Your trusty purple parrot is more than a pretty face. When you have built up enough crystal power, you can unleash his special attack by pressing button A. This special attack sends him flaming blue and psycho, attacking everything on the screen.



Shinobi X

It's not often Darren Porter puts on a dress and whips out his chopper, but he made an exception for Shinobi.

Shinobi has been around for a long time – appearing on all of Sega formats. Now it's time for Shinobi to make the leap into 32-bit, with the imaginatively titled *Shinobi X* (it's called *Shin Shinobi Den* in Japan). For those of you who haven't played a side-scrolling *Shinobi* before, you are a ninja assassin. Your girlfriend has been captured and, needless to say, you must rescue her. Forget the plot, though, because this game is action all the way. The gameplay is so well refined and the main character so fluid that it really feels like you're down at the arcades. At your disposal you have various attacks, including a sword, throwing knives and magic – they all respond intuitively to your pad movements. For example, when you do a charging overhead

slash, it's just a simple double tap with the pad and then the B button. The top row of buttons are all used to block, and unlike previous *Shinobi* games, you will need to block... a lot.

The graphics are excellent – the equal of the arcade *Mortal Kombat II*. The sonics are excellent and the music has a suitably Japanese feel to it. On the options screen you have three difficulty settings, as well as the option of none to 100 shurikens. The only gripe with the game is that it's a little too easy. The hard level poses a challenge, but does lead to some frustrating moments. The bosses on the first four levels are ridiculously easy, although they do get harder by level eight. This aside, *Shinobi* is an excellent example of how a game can be tweaked to

play brilliantly, by holding it back until play-testers have given it a thorough going over (it was held back for four months). Special mention must be made of the intro and cut-scenes, which crap all over stuff like *Night Trap*. **M**

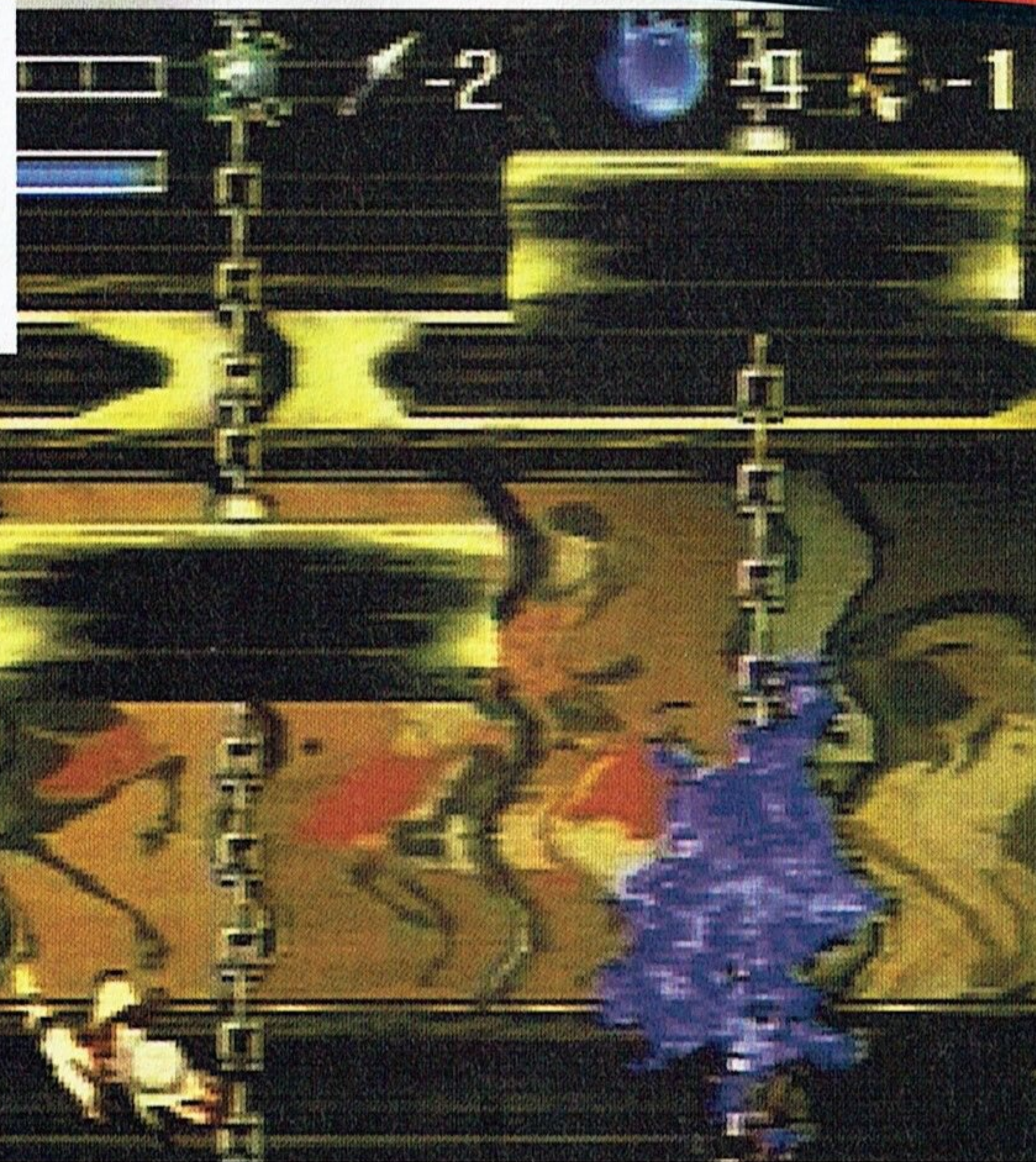
second opinion

Shinobi's been around longer than my gran. Luckily, he's tougher, too. Great graphics, pretty damn okay gameplay to boot. Wonders will never cease... **MARK**

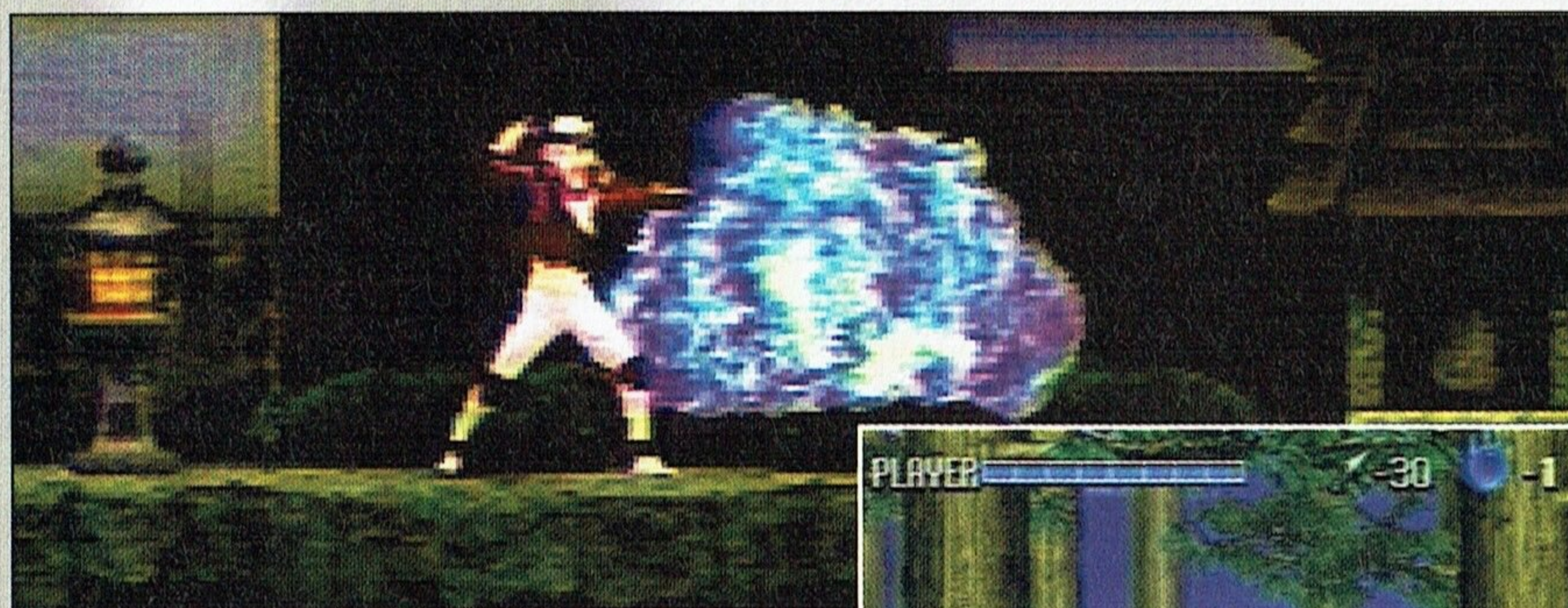
87%

THE BOSS FROM HELL

► The level four boss is invulnerable to all your attacks – even your magic. The only way to stop him is wait for him to attack you, defend his attack at the last moment, sending it back towards him. As you get closer to destroying him, he clones himself and sends forth multiple attacks, as well as dissolving the platform you're standing on. The key is to keep moving and be ready to defend quickly.



▼ When you dispatch an enemy with your trusty kitana, they split nicely through the middle and release a spurt of blood à la *Samurai Showdown*. Then they blow up in a poxy blue explosion. One annoying feature is that if you return to where you killed one, he regenerates and attacks again.



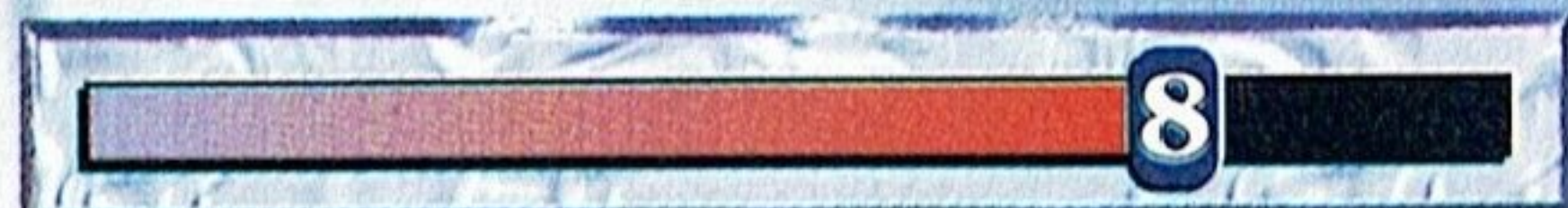
► The backgrounds are superb – easily arcade quality. Here on level two, Shinobi can interact with the trees in the background. If he attacks an enemy standing near a branch, the branch is cut off as well and falls to the ground below.



Word

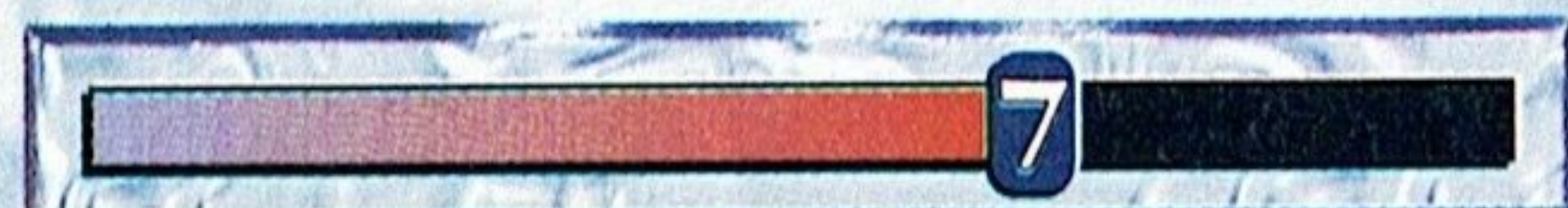
GRAPHICS

Excellent backdrops and great sprites. The bosses are pretty lame, though.



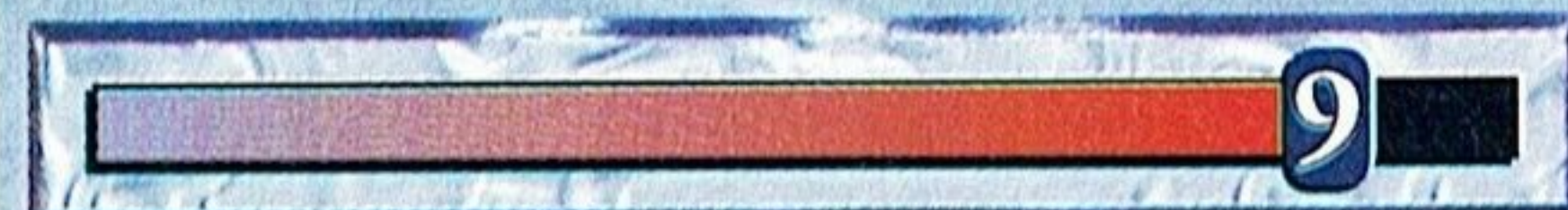
SONICS

Lots of martial arts yells and sword clinks, and a nice Nipponese soundtrack.



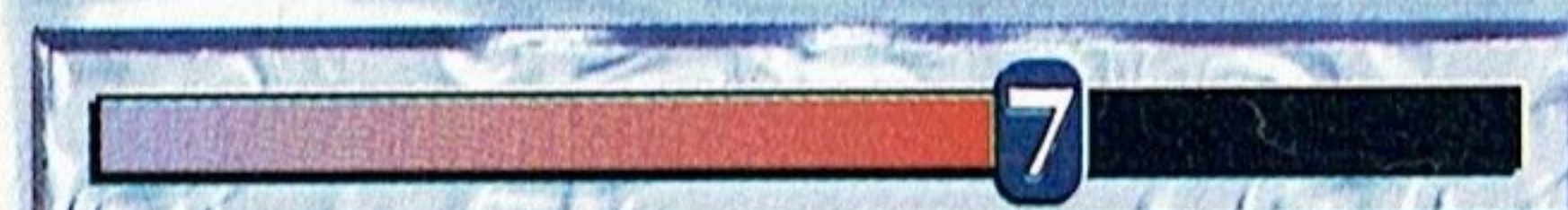
PLAYABILITY

The pad is like an extension of your mind. Well not quite, but it plays like a dream.



STAYING POWER

The options add life, but you may not play it again after you've knocked off the hardest level.



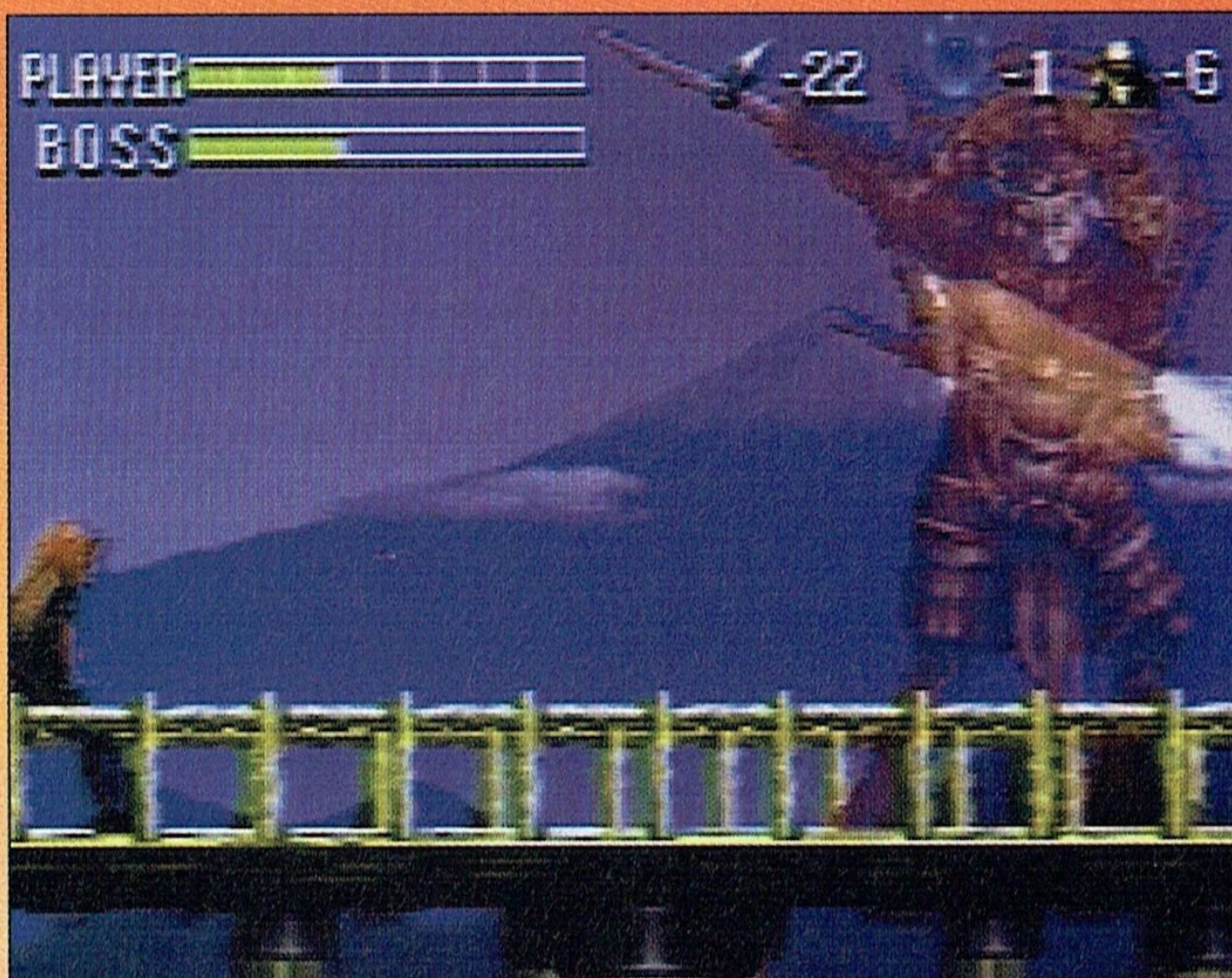
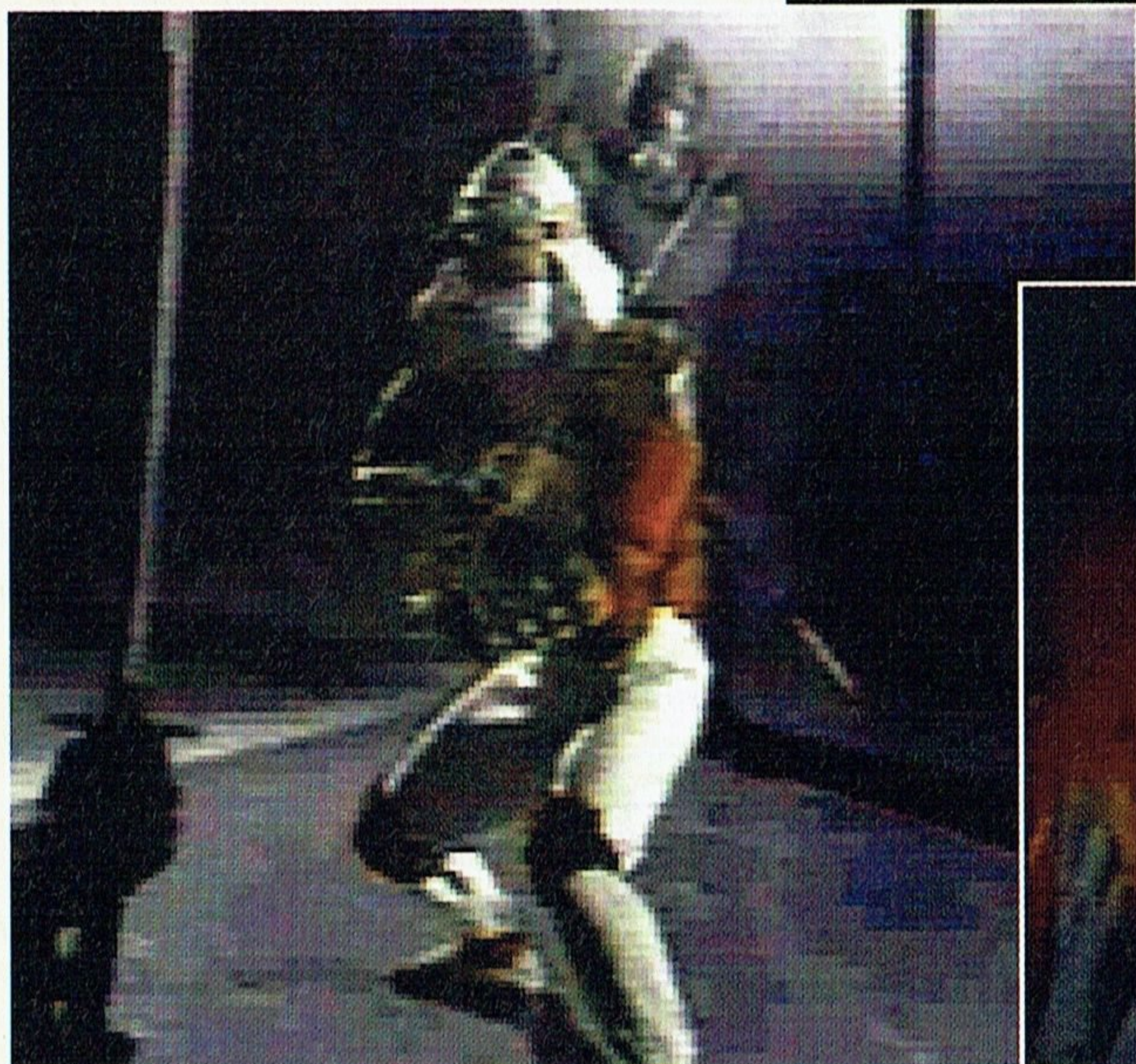
OVERALL

If you like arcade games and a bit of blood, this game delivers.

85
PER CENT

NINJA, NINJA EVERYWHERE

If you've ever seen full-motion video on a Mega-CD, you'll know how grainy and colourless it is. Not so on the Saturn. *Shinobi*'s intro and cut-scenes are all done in a most impressive Japanese style.



▲ The game's only weak point is boss design. The second-level boss is a street thug – you've fought all the way through a beautiful canopied rain-forest just to fight a street thug? We don't think so. To make matters worse, every boss up to level four is a piece of cake.



▲ These statues might look impressive, but they are very easy to defeat. It's just a matter of timing their laser eye attacks, then jumping and slashing at their heads. Most of the bosses in the game have a weak spot that you will work out within a couple of tries. The bosses on the last few stages are still pretty hard, though.



◀ One of Shinobi's magical attacks releases a large transparent red samurai, who acts as a guardian. He appears whenever you use the kitana, and lasts until he is hit by an enemy or until you make more than three – then the last one disappears. This attack lasts for a couple of minutes, so you should advance as quickly as possible while you're almost invulnerable.

▶ Shinobi has many attacks open to him. His main avenue of attack is his wickedly sharp kitana, which boasts about six different hacks and slashes, all capable of decapitating the meanest opponent. The second is his limited supply of shuriken. These can be thrown from a distance, but against harder enemies they are often deflected. Last of all, Shinobi has magical attacks, which depend on icons found throughout the game – these range from a giant samurai defence to a lightning storm.



Gran Chaser

This game either has been named by a Japanese programmer or is about someone who bothers elderly women. Darren Porter is here to set us straight.

The year is 2053. In a prefab synthetic abode, in front of an opti-solar simulated log fire, sits an old-timer with his young grandson. "In my day, we had real cars that had wheels and touched the ground. None of this new fandangled hovercraft stuff. And when your car hit a stationary object at 230 km/h, there was none of this wussy bouncing off the thing. No, we had real explosions, you'd be lucky to get out alive. And your car would be a burnt-out smouldering shell. That was real racing. This new stuff is a big girl's blouse if you ask me." The kid looks up at Grandpa, says "I didn't", and clobbers him one with his new proton-smashing beat-up-bar.

Well, yes, it's another futuristic racing sim, complete with missiles, boosters, shields and fancy hovercraft. But does *Gran Chaser* have anything original to offer this field of gaming? Well – yes and no. For starters, the graphics are outstanding, better than *Daytona USA* and almost equalling PlayStation's *Ridge Racer*.

And, amazingly, the gameplay is instantly absorbing. What lets it down is the lack of long-term challenge. There's two modes – story mode and free mode. Story mode is the heart of the game and contains two levels – normal and advanced. In normal mode, you race against four other hovercraft over five different planets. This is ludicrously easy – we completed it with five first place results on our first attempt. The advanced mode introduces another track and harder opponents, but with five continues, you will finish this in a couple of hours as well. So that leaves free run mode, where you have three options: a time trial – you race against the clock to beat your own best times, only to find it doesn't let you store your name; 1P vs COM – a head-to-head race against the computer, which is even easier than story mode; and a two-player option. The two-player option looked interesting, but the screen is too small, frustrating both players.

The game does play quite well, the cars

are responsive and the update and frame rate are better than *Daytona*, so the game seems to move much smoother. But the real lack of challenge, combined with a limited number of opponents, means you'll probably abandon it after a week and return to the much more playable *Daytona*. **M**

VITAL STATISTICS

FORMAT: Saturn
TYPE: Racing
SUPPLIER: Sega
PRICE: \$89.95
SIZE: CD
PLAYERS: Two

second opinion

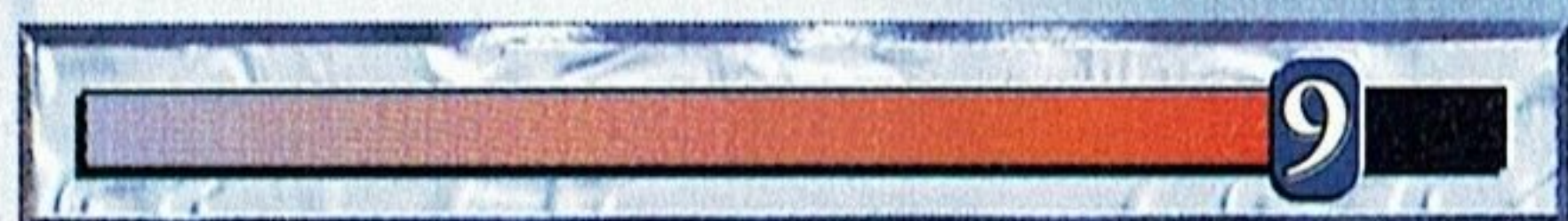
I never got accustomed to controlling the hovercraft – especially after the tyre-melting excesses of *Daytona*. Great 70% graphics, shame about the mediocre result.

MARK

Word

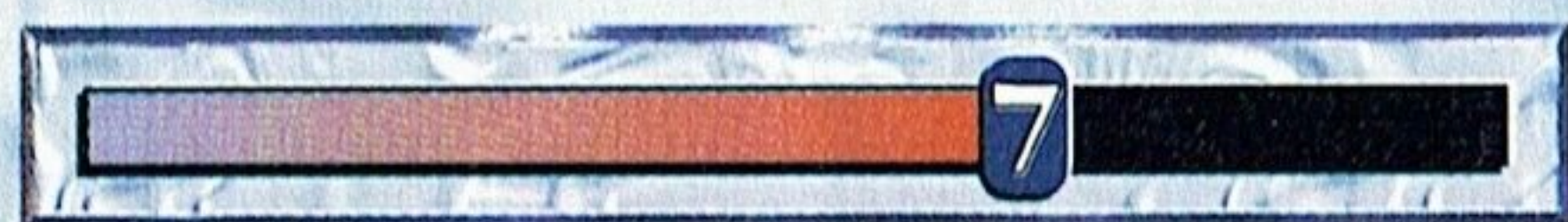
GRAPHICS

You can't fault the graphics. Some minor slowdown and depth drawing glitches, but otherwise sensational.



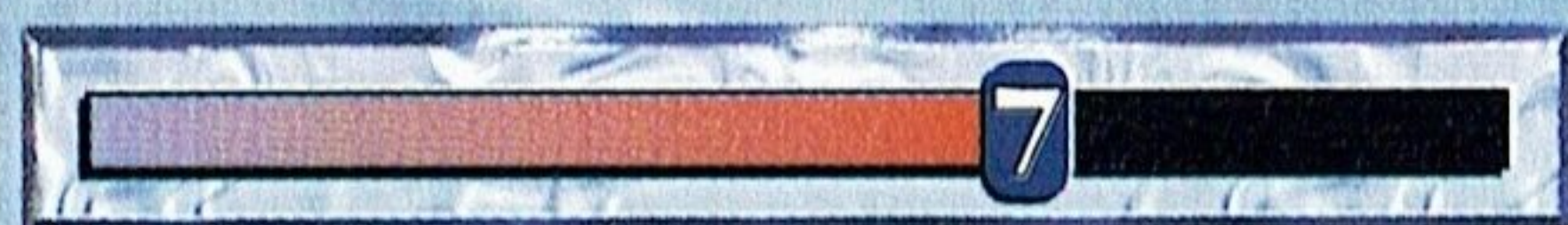
SONICS

Usual futuristic bangs and crashes, with some average techno music.



PLAYABILITY

Easy to play, with lots of options, but not as realistic as other racing games.



STAYING POWER

The big let-down. Story mode is way too easy, and free-run mode soon becomes repetitive.



OVERALL

If you've played *Daytona* until thumbs have come off, this should keep you going.

79
PER CENT



► Mastering the hovercraft's side jets is important if you want to do well on tight tracks. The side jets thrust your craft quickly to the left or right and, if used in conjunction with the airbrakes, can allow you to do a hand brake-like turn around hairpins.



◀ The two-player mode looks fun initially, but frustration at the small viewing area and lack of computer competitors means it gets quite dull.



◀ Weapons play an important role, but only on tracks with long straights, as the missile don't home in very well around corners. If you're playing on the twisty tracks, don't select weapons as your special item.

RUN! BE FREE!

The only time you can choose your ship is within free-run mode. In story mode, you only have the one type of hovercraft, but can change its handling characteristics. As you'll finish story mode with relative ease, the only challenge will

then be improving your times. For this you will need to select the right type of vehicle characteristics for each different track. Selecting the correct craft in two-player mode is essential, as it's the difference between winning and losing.



GETTING AROUND

Terra

Good ol' Earth. This track is the easiest, offering few hard corners and many nice long straights. Set your car for speed and light steering.

Glacies

This ice-covered planet has some nice graphical touches, like the spray your craft gives off as it crosses the water. The track is very twisty, but has some shortcuts that favour a highly manoeuvrable craft.

Vastitas

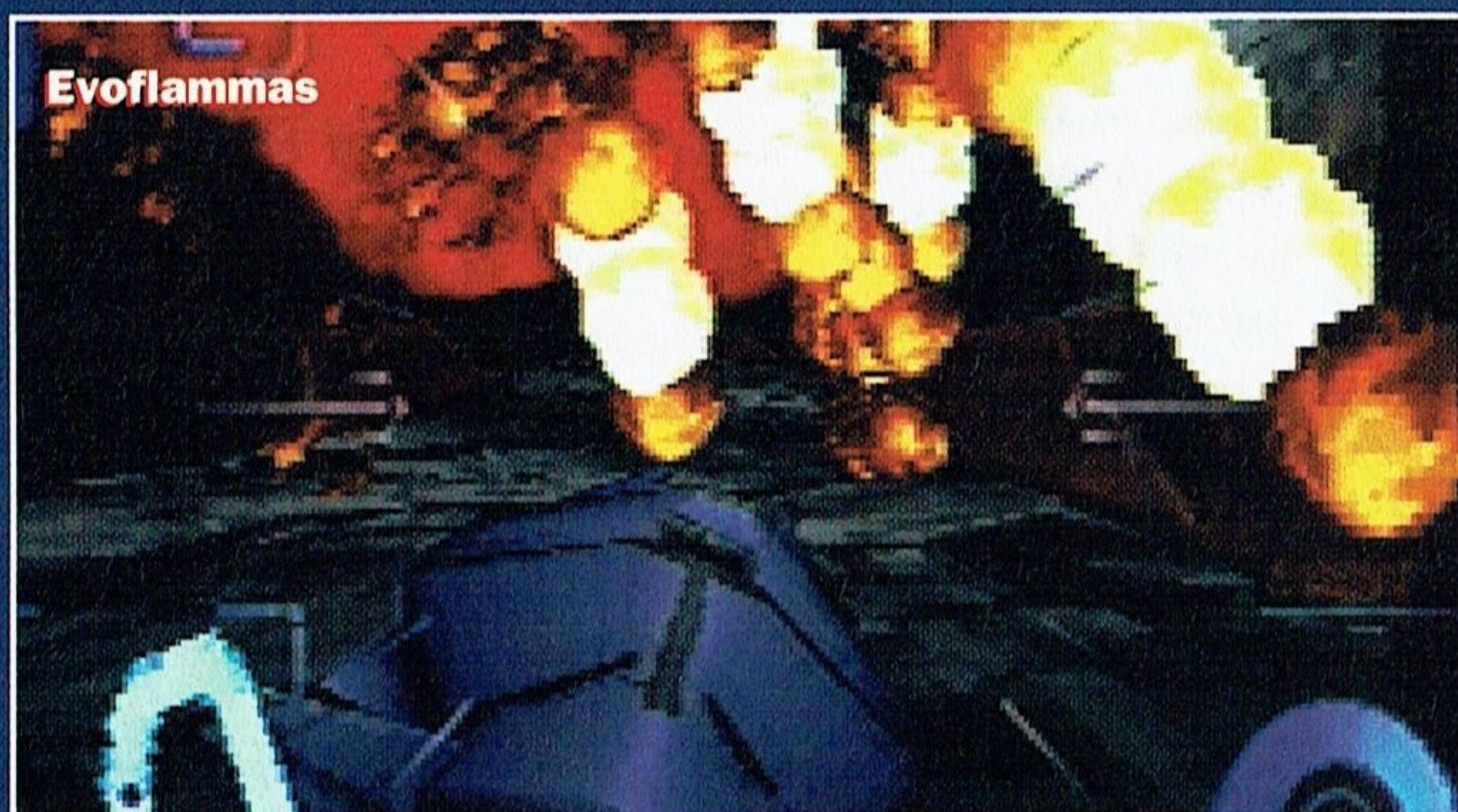
A desert world with many canyons. The course winds through the tight canyons, with quite a few alternative track paths. There are few corners, but they're all quite tight. Go for neutral settings all round, but make sure you use your side thrusters efficiently.

Nubes

A gaseous planet with spectacular thunderstorms. The track is suspended high up in the atmosphere, and has the most rises and falls of any of the tracks. Good acceleration and turning are required.

Evoflammas

A volcanic world, the track is set among lava flows. Graphically the most spectacular track, it is also the hardest. The track is very narrow, and you'll find yourself bouncing from wall to wall if your ship is too fast.



Another World II: Heart of the Alien

As Adam Waring is often on another planet, we thought it was only right he review this game.

Heat of the Alien takes up the story where *Another World* left off. But instead of playing as physicist-cum-game hero Lester Knight Chaykin, you take the role of 'Buddy', his Neanderthal-looking sidekick. It turns out that Buddy was abducted from his village, along with his neighbours. And now he feels it's only right to liberate his mates.

Gameplay and graphics are very similar to, well, identical, with *Another World*. Though the graphics are quite plain-looking and blocky, the animation is extremely fluid and adds to

the feeling of 'being there'. The gameplay basically consists of a series of 'flick screen' puzzles, where you have to use a mixture of joystick dexterity and brainpower to progress.

It's an adventure game, with an arcade interface, and as such won't be everyone's cup of camomile and mint infusion. The puzzles are tough, and only extensive trial and error will see them solved. Death occurs frequently and is oh-so-easy to come by. Entering a new screen involves a feeling of terror, as you're unsure what you're about to face – you only know that it's certain to kill you. Luckily, the game is littered with restart points. They occur every few puzzles or so, and can be accessed at a later stage with passwords. Still, it's annoying to have to replay previously conquered puzzles over and over to get to the section that's troubling you, only to find your latest theory to solve it has flopped yet again.

When *Another World* first appeared on the Mega Drive, it was heralded as a truly amazing game as it managed to squeeze such

VITAL STATISTICS

FORMAT: Mega-CD

TYPE: Adventure/RPG

SUPPLIER: Virgin

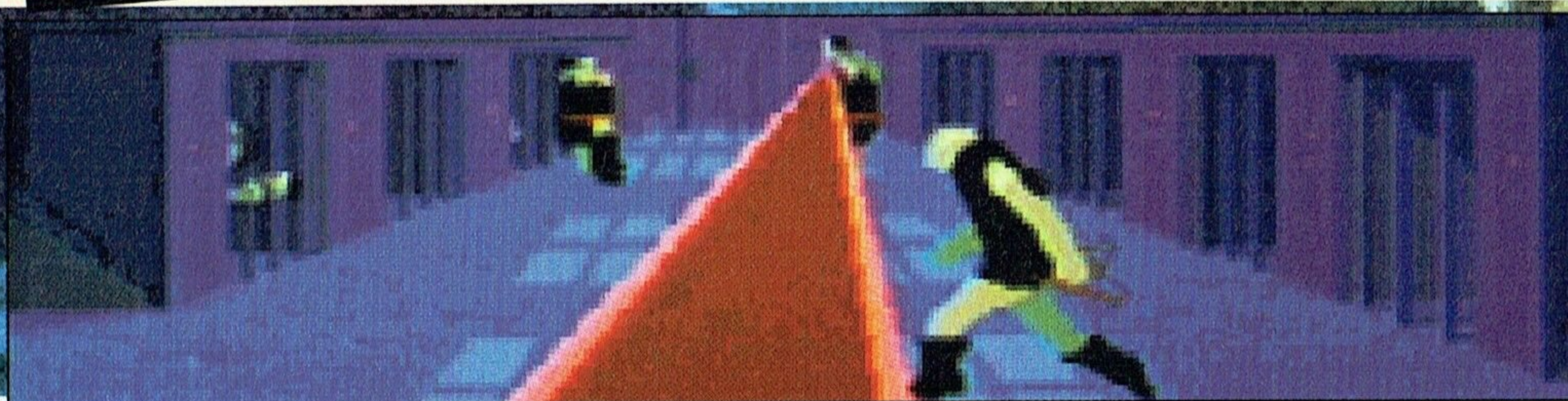
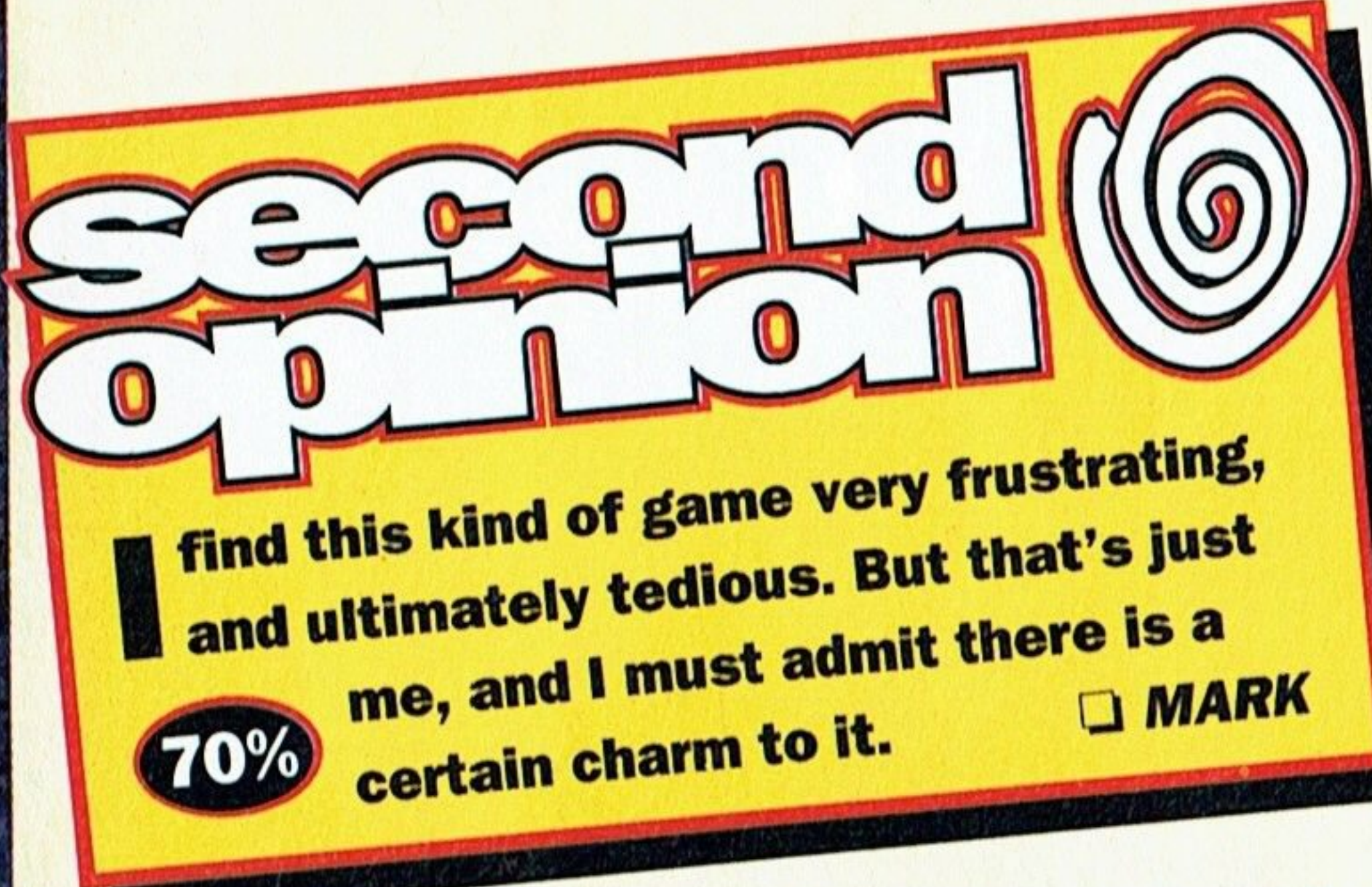
PRICE: \$109.95

SIZE: CD

PLAYERS: One

a large playing area and loads of cinematics into a 16-meg cartridge. However, more than two years later, the sequel boasts few innovations. Not a lot seems to have been made of the Mega-CD's capabilities. Sure, the intro is long and looks good, but the developers, Delphine, followed up *Another World* (very quickly after its release) with the graphically far-advanced *Flashback*. This seems to be taking a step back in the visuals department.

Despite these whinges, though, it's got hours of gameplay and Mega-CD-owning fans of Delphine's previous releases will be in seventh heaven. And anyway, let's not forget you get the entire original *Another World* on the CD, which is a bonus in anyone's book. **M**



RUN LIKE BUGGERY...

▲ The game is a real mixture of tough puzzles and arcade reflexes. In this screen, you're fired on by laser-toting aliens. The only thing to do is to run for it – don't stop and you won't get hit.

DEATH OR GLORY

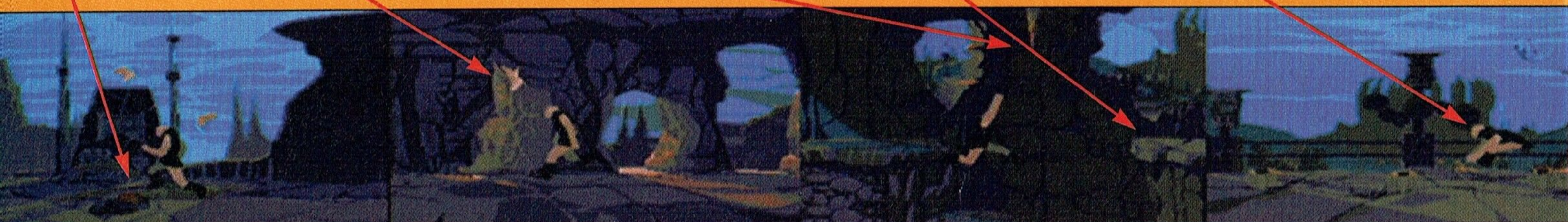
► There are many ways to meet your maker, all of them grisly and shown in graphic detail. From being eaten alive to being impaled on stakes – the only thing that's missing is being run over by a threshing machine. This is what happens should you come into contact with the acid that drips from the ceiling.



IT'S NOT EASY BEING AN ALIEN

This is a tough game, right from the very start. You need to get used to the way the puzzles work or you'll get nowhere. So, being the thoughtful, helpful folk that we are, here's a guide to the first few puzzles. It gets you the whip, which is essential for getting any further into the game.

7. Here's the whip. It's in a 'safe spot', so you're safe while picking it up.
6. The bats are fatal to the touch, but are pretty dumb. They fly in predictable patterns.
8. Use the whip to latch onto this stalactite and swing over the chasm.
5. Jump from the very edge of the ledge – you'll land on the platform below.
4. Leap over the three, erm, things that spurt steam at you.





TWO FOR THE PRICE OF ONE

▲ The entire prequel, *Another World*, is included on the CD. Of course, those who've already finished the original on the Mega Drive won't find this such an enticement, but then again, they will no doubt be hungry for the sequel anyway.

Megazone Tip: The solution for *Another World* appears in Megazone issue #37.

IT'S A TOUGH WORLD

▲ This is tough. Drop down and the alien gets you. Jump and you fall down the pit. Swing across and you get fried. Any suggestions? (If you're thick, you need not apply.)

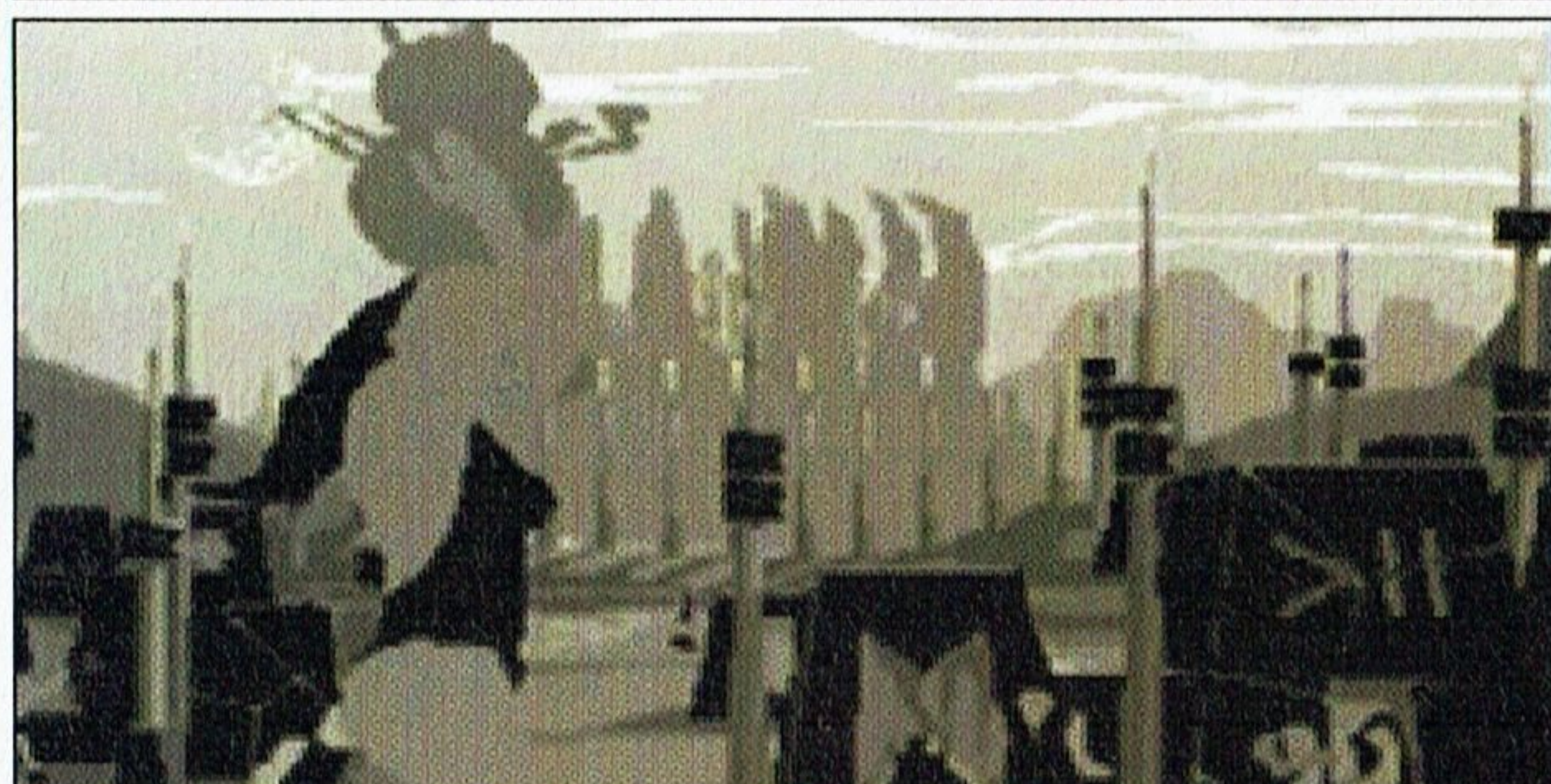
Megazone Tip: Oh, go on then, here are some early passwords: XRCL, KGDD, DGBJ.

THE STORY SO FAR

The game starts with this lengthy cinematic intro, which sets up the storyline (or would, if you had the foggiest what was going on). So here's Megazone's subtitled version...



◀ It starts with Buddy arriving on pterodactyl-back with the unconscious Lester in his arms. He carries him back to the ruins of his village.



◀ While surveying the aftermath of the ruined settlement, Buddy has a flashback and remembers how times were good...

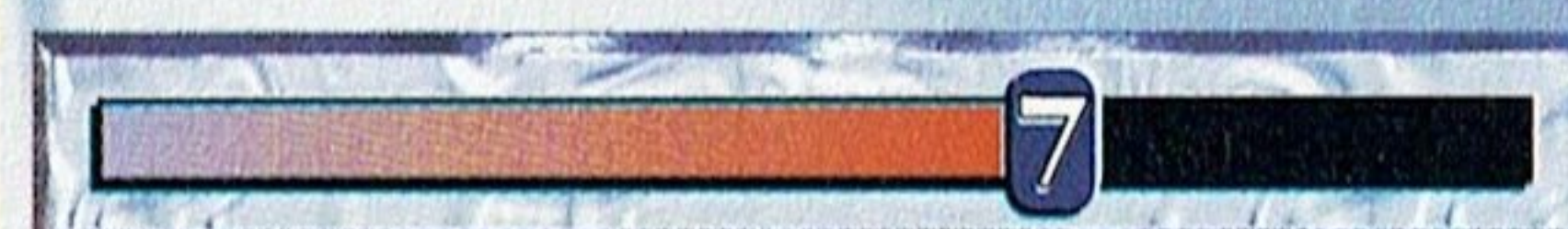


◀ But that was before the attack. Buddy resolves to go back, set free his people and do over his captors...

Another World

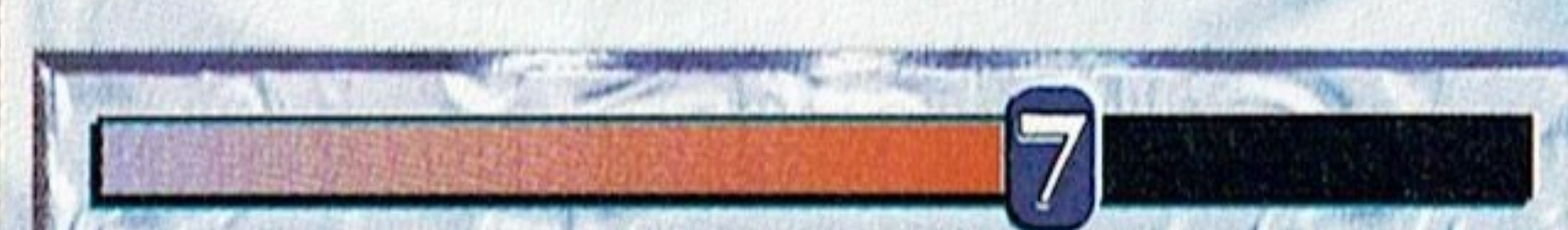
GRAPHICS

Smooth animation and good cinematics, but the graphics are outdated.



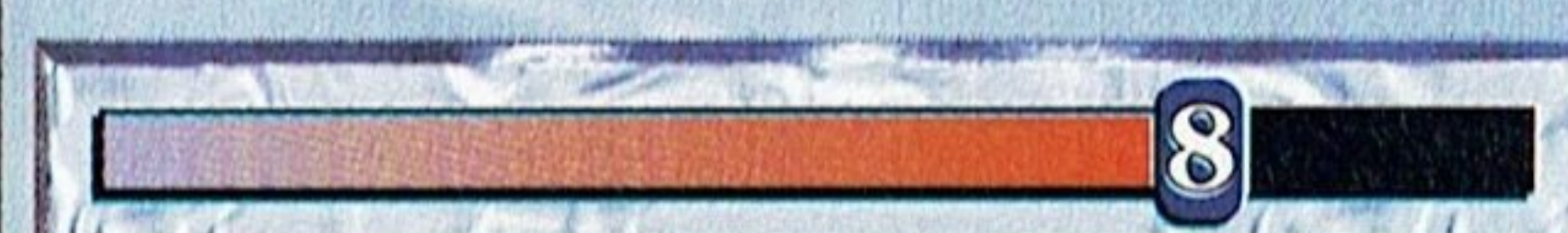
SONICS

Atmospheric music with the intro sequence, but not much to shout about in the game itself.



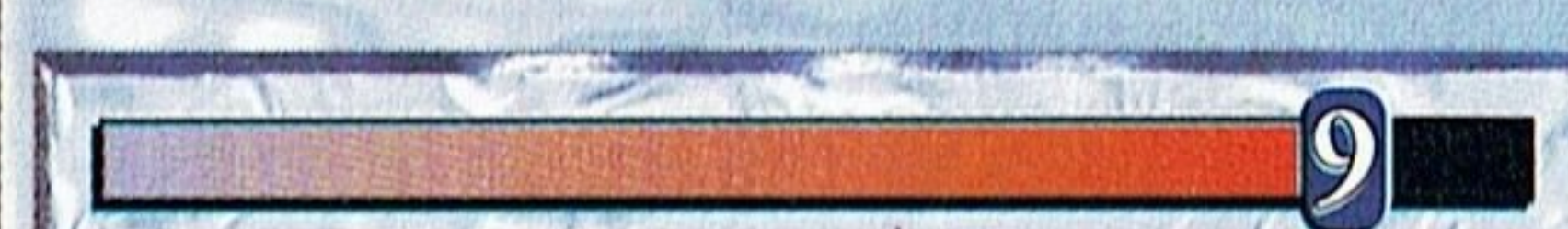
PLAYABILITY

Tough from the offset, but instantly engrossing. Some of the puzzles will drive you insane.



STAYING POWER

Tough, challenging, and not one, but two games offer many hours of entertainment.



OVERALL

This won't appeal to everyone, but two deeply challenging arcade adventures for the price of one is an absolute bargain.

87
PER CENT

9. Keep on running past the beast – he'll be squeezing through the rock towards you, but if you don't hesitate, you'll be fine.

10. A new hole will have opened up here (you'll have heard a 'rockfall' earlier). Drop down, and onto a new set of puzzles.

3. Leap over this hole – pressing A and C together performs a running jump.

1. As soon as you appear in this screen, run like buggery away to the right. The beast will be hot on your tail.

2. Grab onto this ledge and hoist yourself up. After the beast passes underneath, go back to the left.



Marsupilami

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platform/puzzler
SUPPLIER: Sega
PRICE: \$79.95
SIZE: 16 megabits
PLAYERS: One

Peter Burney reckons that having a really long appendage is pretty good... especially if you know an elephant in need!

Once upon a time, in deepest, darkest Africa, there lived two best friends, Marsupilami and his buddy, the elephant. One day, they were caged by an evil circus ringmaster who took them away, thousands of miles from home. Luckily, they managed to escape and now must venture through many hostile levels to reach their homeland. Sound like a kiddies cart? It's not!

Marsupilami is a tough platform puzzler in a similar vein as *Bubba and Stix*. As Marsupilami, you must use a variety of tail tricks (such as forming stairs or creating a shield), helping the stupid elephant overcome a number of obstacles in order to reach the end of the level.

The levels themselves aren't particularly long, but don't be fooled – not just any Dumbo can crack it! Sure, you could solve the puzzles if you had all day, but in this game your biggest enemy is time. When it runs out your peanut is roasted and it's back to the beginning (and that damn elephant moves so slowly!).

It may not have you blowing your trumpet, but with each level having new tricks to learn and new challenges to conquer, pack your trunk for quite a long stay. **M**

second opinion

Platformers – seen one, seen 'em all. This one is quite cute, and is very playable as well. Good, but not great.

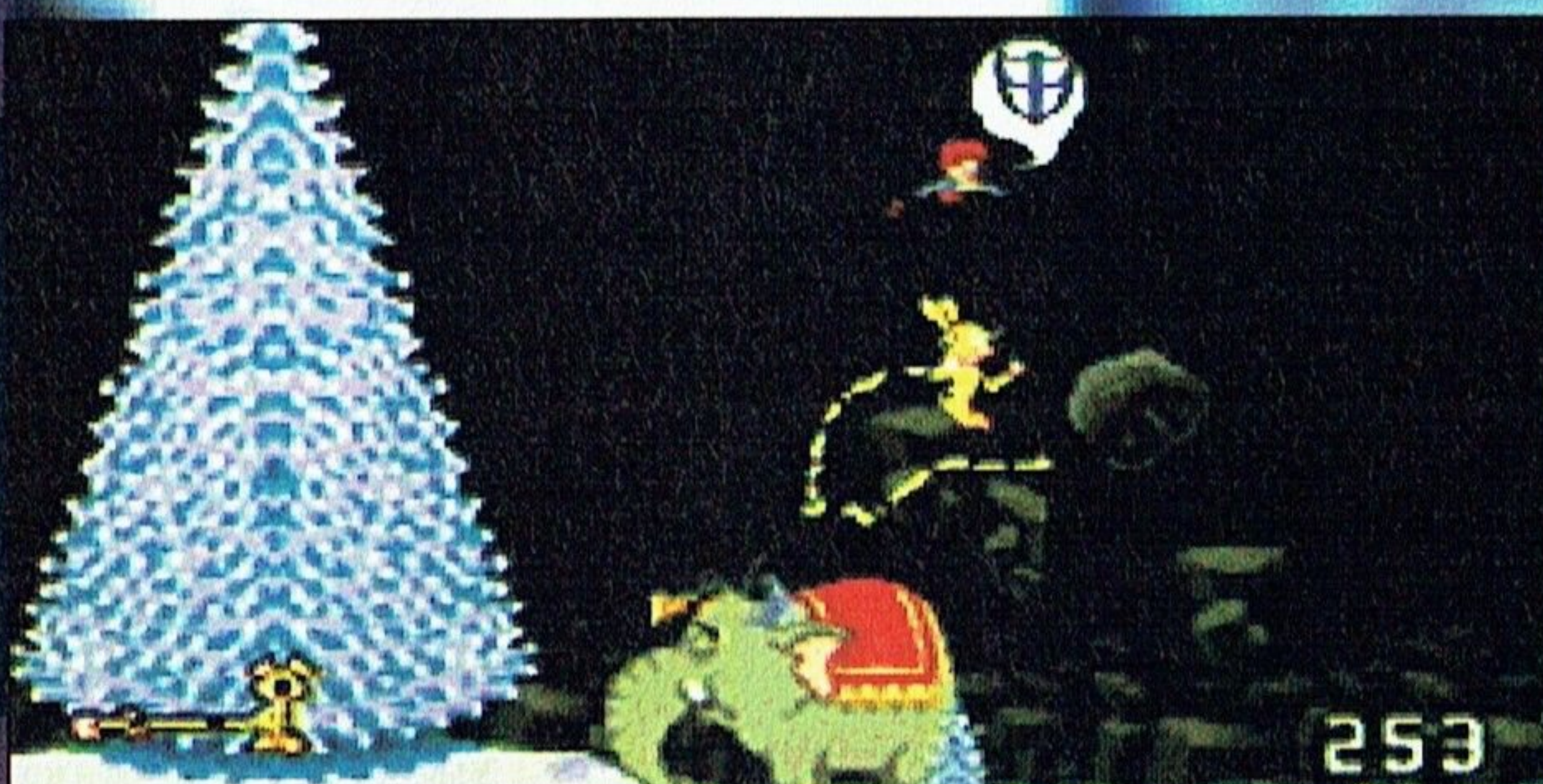
□ **MARK**

► The scenery changes as you trek through a variety of countries on your way home. The graphics aren't that spectacular, but they do give a good impression of the land you are in.
Megazone Tip: Stage two password: CATG.

► Along the way are a variety of baddies who can be whipped with your tail. They must be destroyed to let the elephant by.



► Like most platformers, at the end of a stage (three levels) you face a boss. Kill them with continuous whipping of your tail. They're not particularly tough, but getting to them is!

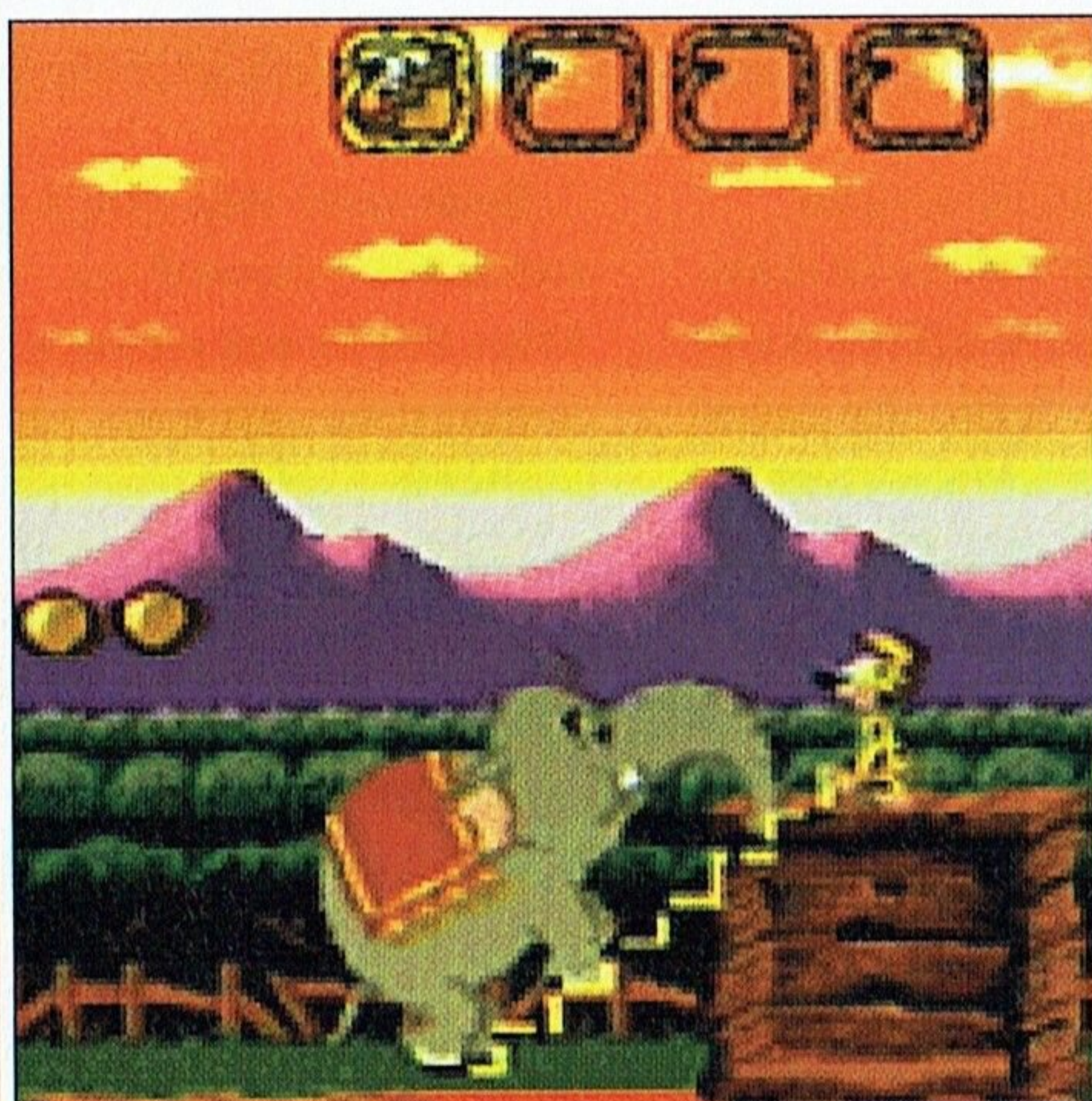


A MARSUPILAMI'S TALE

The whole basis of the game is to use Marsupilami's very versatile tail to get your elephant buddy to safety. This is done by collecting four special skill icons which are scattered about the level, then using them in the right place. A lot of trial and error is required, but there certainly is a great deal of satisfaction upon moving old big-nose that few steps closer to the end.

▼ The most commonly used trick is the stair-tail. Use the stairs to get over boxes and other obstacles of the same size.

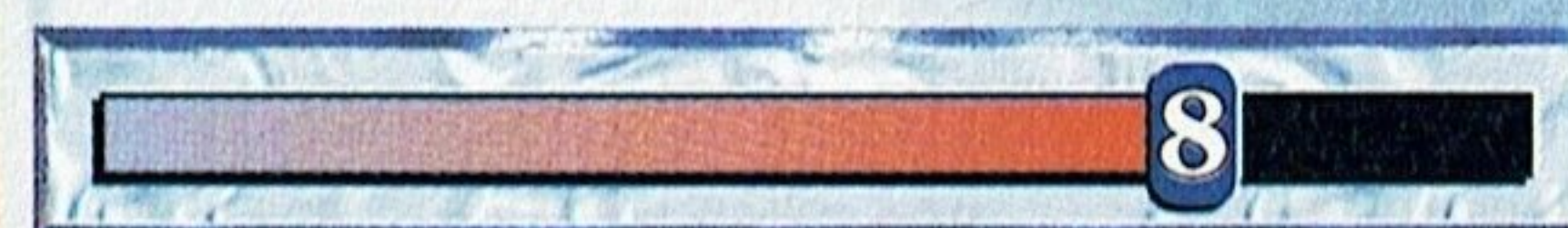
▼ To conquer high areas, drop a piece of fruit on the ground and lift the elephant using the donkey symbol.



the Word

GRAPHICS

Multi-scrolling backgrounds and humorous animation, although nothing out of the ordinary.



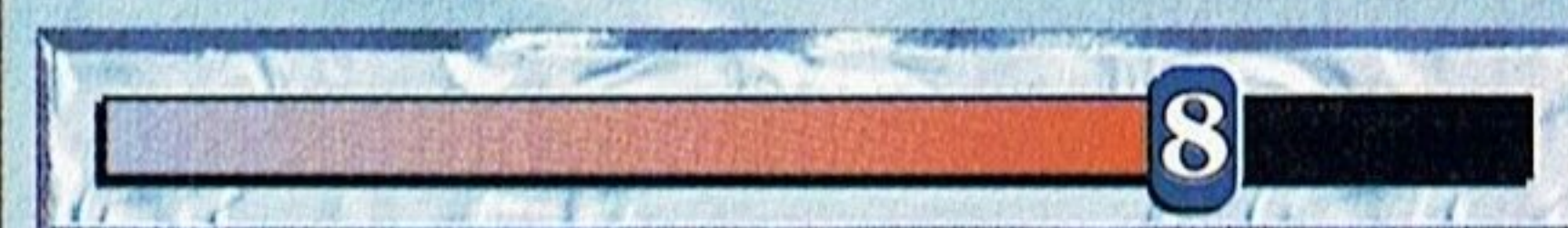
SONICS

Lots of bland effects and flat tunes.



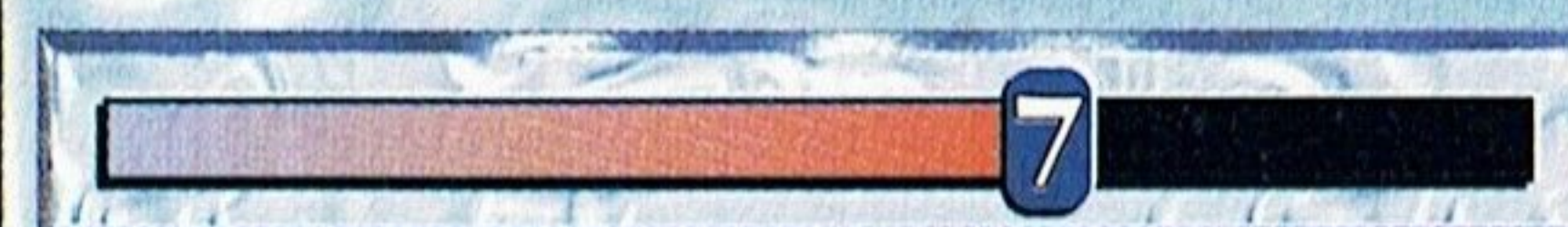
PLAYABILITY

At first glance, it looks uninteresting, but it actually is a lot of fun.



STAYING POWER

Tough and engrossing, but once you crack it we doubt you'll come back.



OVERALL

Fresher than a packet of Nobbies and a nice change from the standard platformer.

78
PER CENT

Skeleton Krew

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Shoot 'em up

SUPPLIER: Core

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: Two

How do you kill something that's already dead?
"Feed it cold brussel sprouts!" dry-retches Peter Burney.

It's the future. An evil doctor and his army of undead warriors are taking over. Only you can stop them... blah, blah, blah. Oh no, not another shoot 'em up/platformer! Well, yes, but this one's a little different from those already dead and buried.

Choose from three mercenaries, then embark on a merry romp of death and destruction.

tion. Mmm... nothing new about that.

You must venture through six levels, avoiding baddies at every turn, collecting goodies and seeking out and destroying key installations. It's tough and fun to play, but still doesn't cut it in the originality stakes.

What really sets it apart is the 3D isometric perspective first seen in *Landstalker*. A novel idea for a walking shooter, it works well for the *Krew*. Admittedly, getting used to the

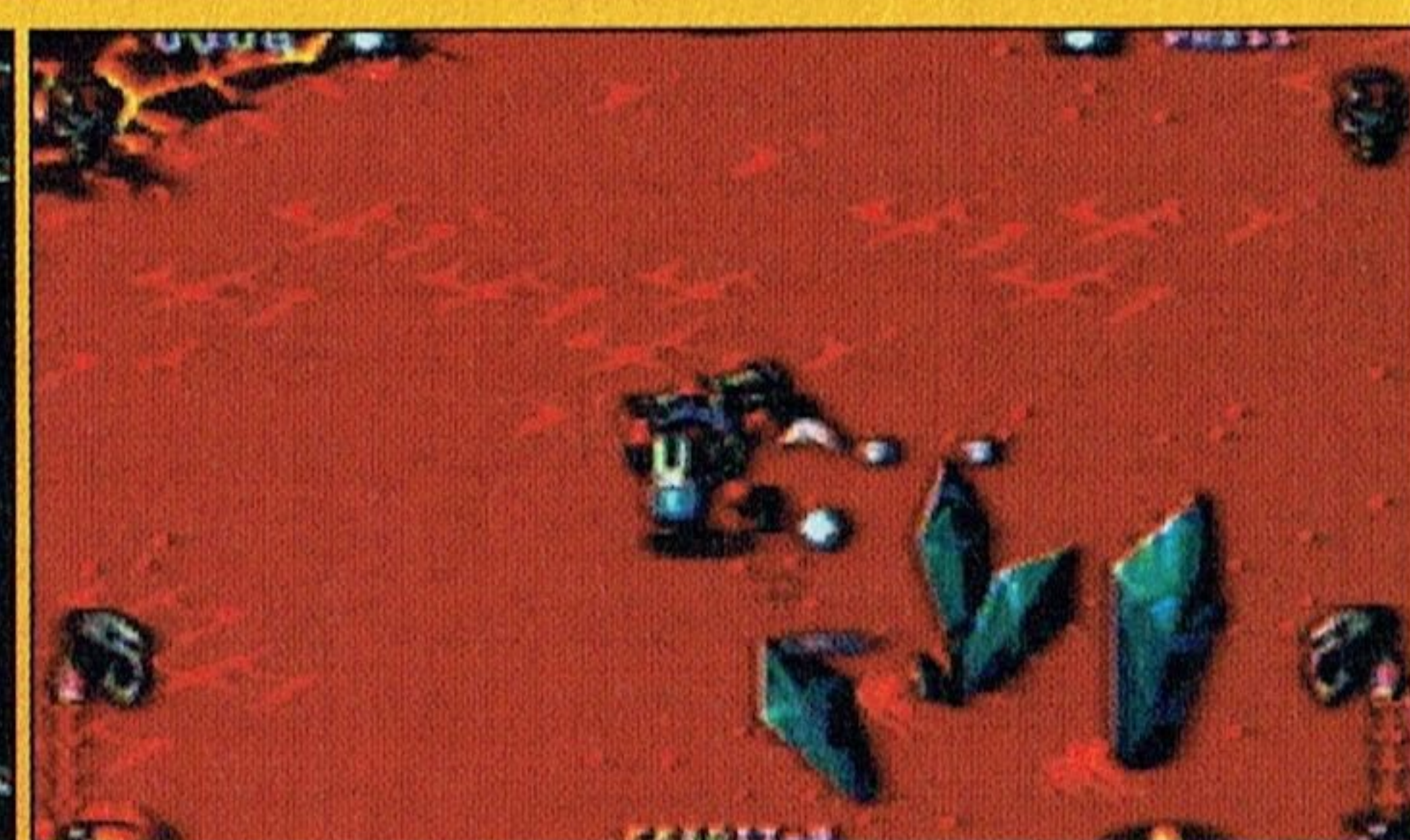
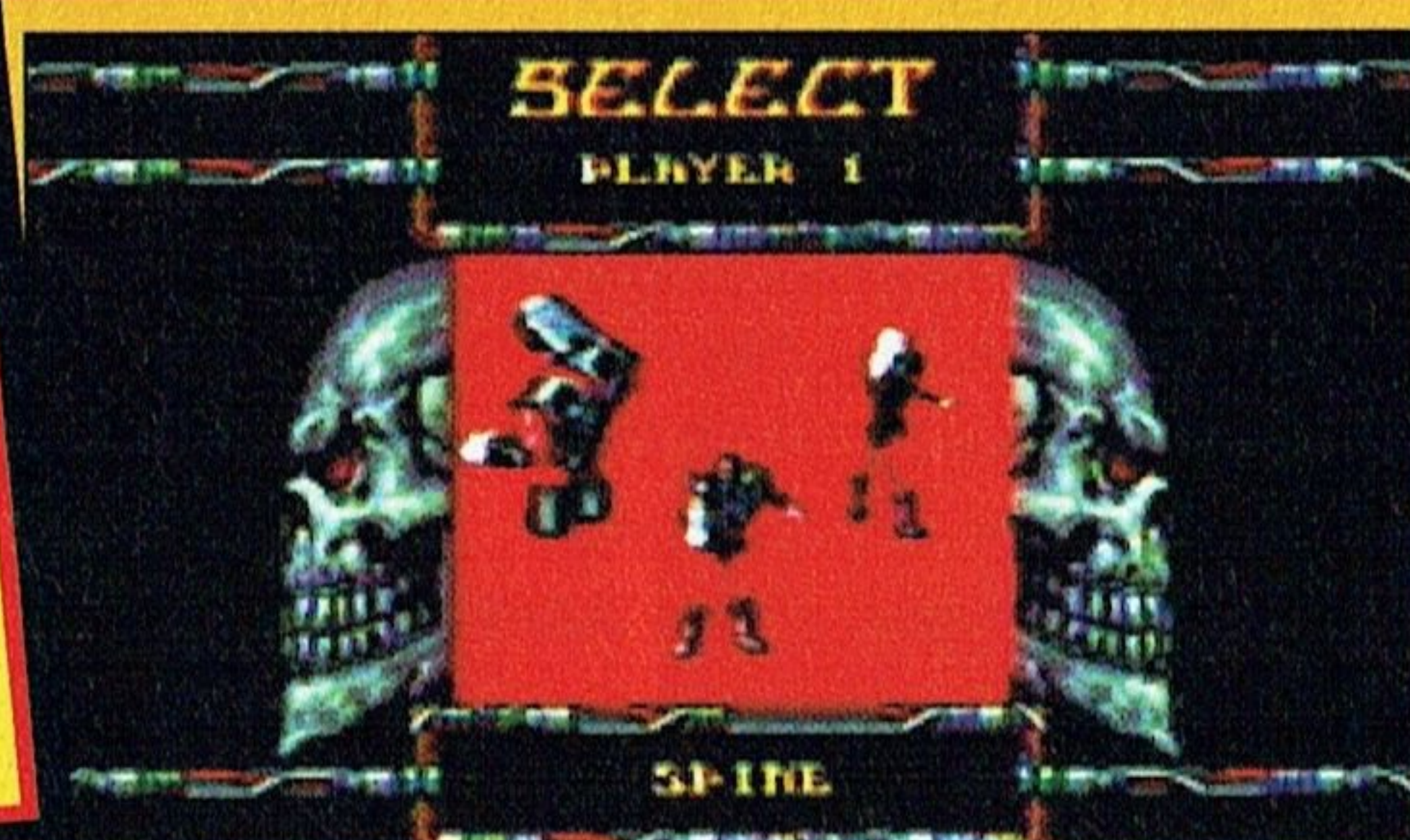
viewpoint does take time, especially when trying to shoot things. Once you get the hang of it, it's a lark and a half. Reburying those recently deceased will have you hooked.

The game colours are dull but it's made up for by the creative creatures and the variety in scenery through the levels.

There's plenty of meat left on them there bones. Burying undead guys in a barrage of bullets takes on a whole new perspective. **M**

second opinion

Once you're used to the viewpoint and mastered rotating your upper body to kill as you move, this becomes very playable. A tough challenge to keep the most hardened player on their toes. **86%** **ADAM**



▲ CHOOSING THE RIGHT CHARACTER

You have only three picks: Joint – slow with a big gun; Rib – fast with a small gun; and Spine – Mr Average.

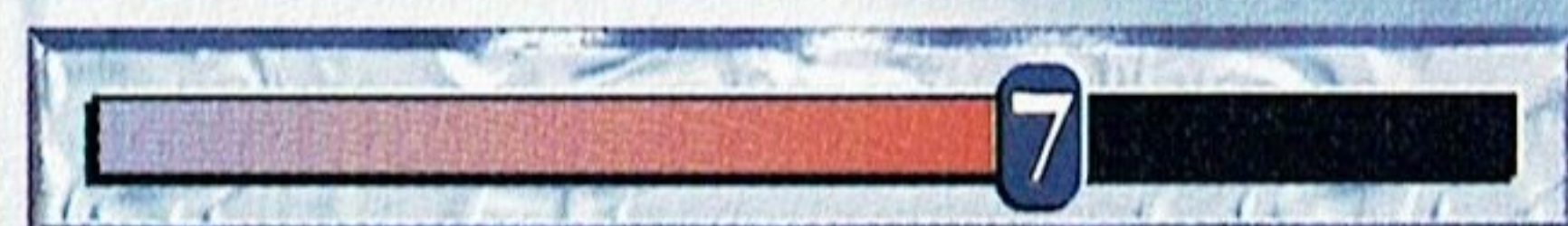
▲ A novel trick is being able to rotate

the upper half of your body while moving. Once perfected, run in one direction and shoot in the other. Cool!

Word

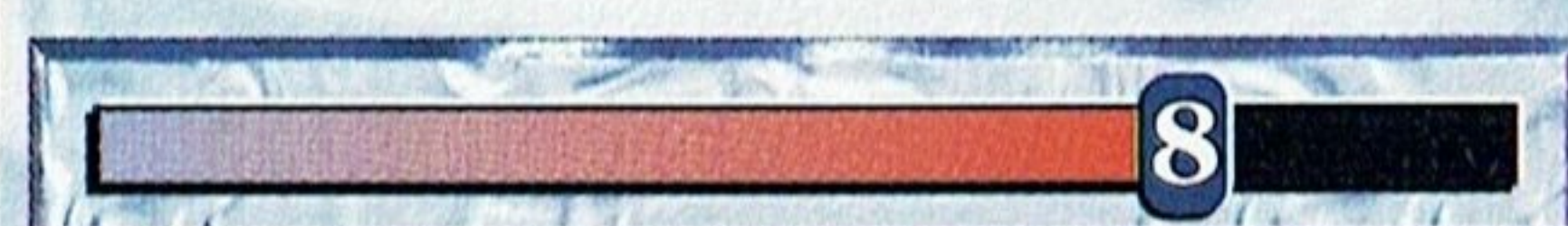
GRAPHICS

Cool perspective and some nice animation, but the colours are as bland as a dry piece of toast.



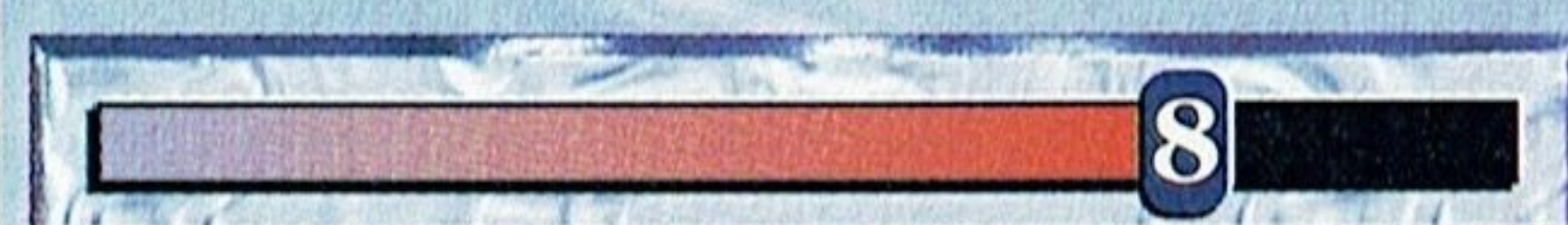
SONICS

Squelches, explosions and a hardcore soundtrack to wake the dead.



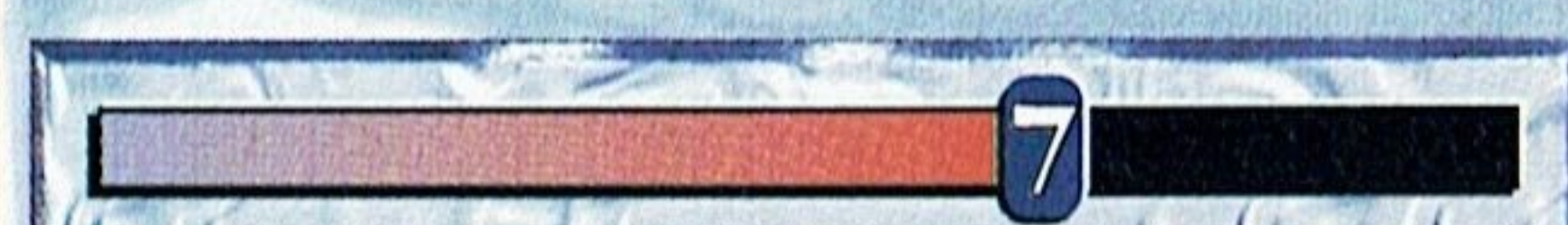
PLAYABILITY

Overcome the tricky controls and a misleading viewpoint and it's on with the slaughter.



STAYING POWER

Tough on easy and tougher on hard. Blasting dead guys has that come-back-to-me feel.



OVERALL

Blowing away a zombie a day keeps the doctor away. So hammering hundreds certainly can't be all that bad!

81
PER CENT

KILL EVERYTHING

The basic premise of killing everything that moves holds true for each area – it's the other tasks that keep you from zombiefying.

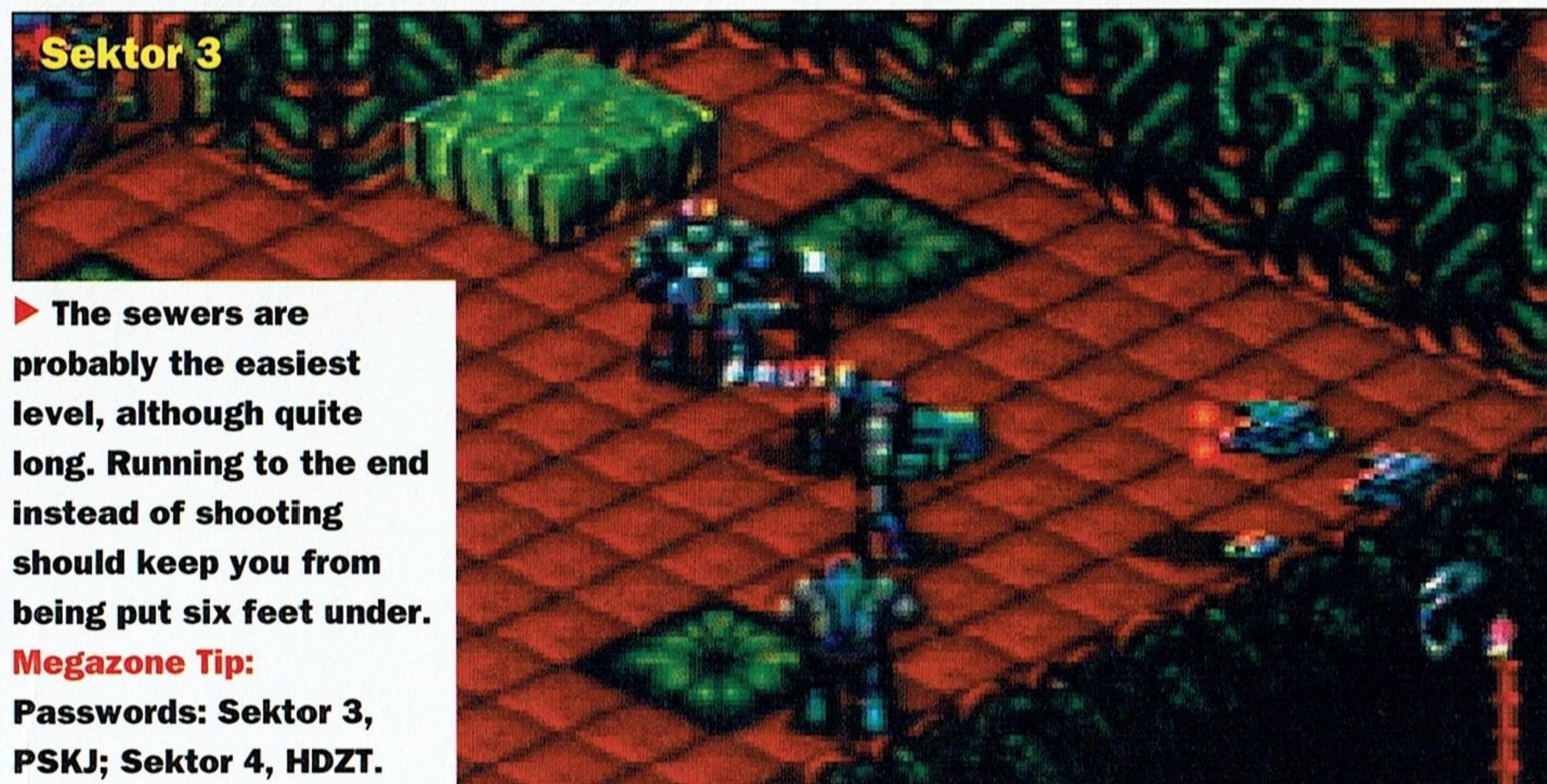


▲ You need to search this concrete jungle for the exit. Blocking your way are these force fields. Simply find the control box and blast it to get past.



▲ Riding this elevator through four floors leads you to the exit. Shoot the spherical object in the corner to get to the next floor.

Megazone Tip: Password: BGWY



► The sewers are probably the easiest level, although quite long. Running to the end instead of shooting should keep you from being put six feet under.

Megazone Tip:

Passwords: Sektor 3, PSKJ; Sektor 4, HDZT.

Triple Play '96

It's the bottom of the ninth, the scores are tied and Peter Burney steps up to the plate... mmm, dinner...

Electronic Arts, masters of sports carts and legends in the Mega Drive arena, are the latest contender for the World Series, with *Triple Play '96*.

For all baseball fanatics, this is without doubt the definitive swinger game. Not the normal hit-and-miss affair, as with most contenders, *Triple Play* hits home runs in all ball parks. Sprinting to first base are graphics with the *FIFA* guys donning slide pants and animating the diamond like never before. Rounding second comes the cheering crowds, commentary voice-overs and the good ol' smack of that leather-cased bundle of joy. Skipping over third are the traditional hundreds of options and teams for which EA are famous. Sliding into home is the creative, varied and extremely user-friendly gameplay we all crave in sports sims.

Even if you're not a big fan of the sport, EA will certainly get you in the mood to grab a big stick and smack a few balls in front of thousands of adoring fans. **M**

second opinion

Amazing animations, good sound fx, excellent playability. I've never been a baseball fan, but even non-swingers like me will have a ball. This cart has it all.

85%

□ MARK

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Sports sim

SUPPLIER: Electronic Arts

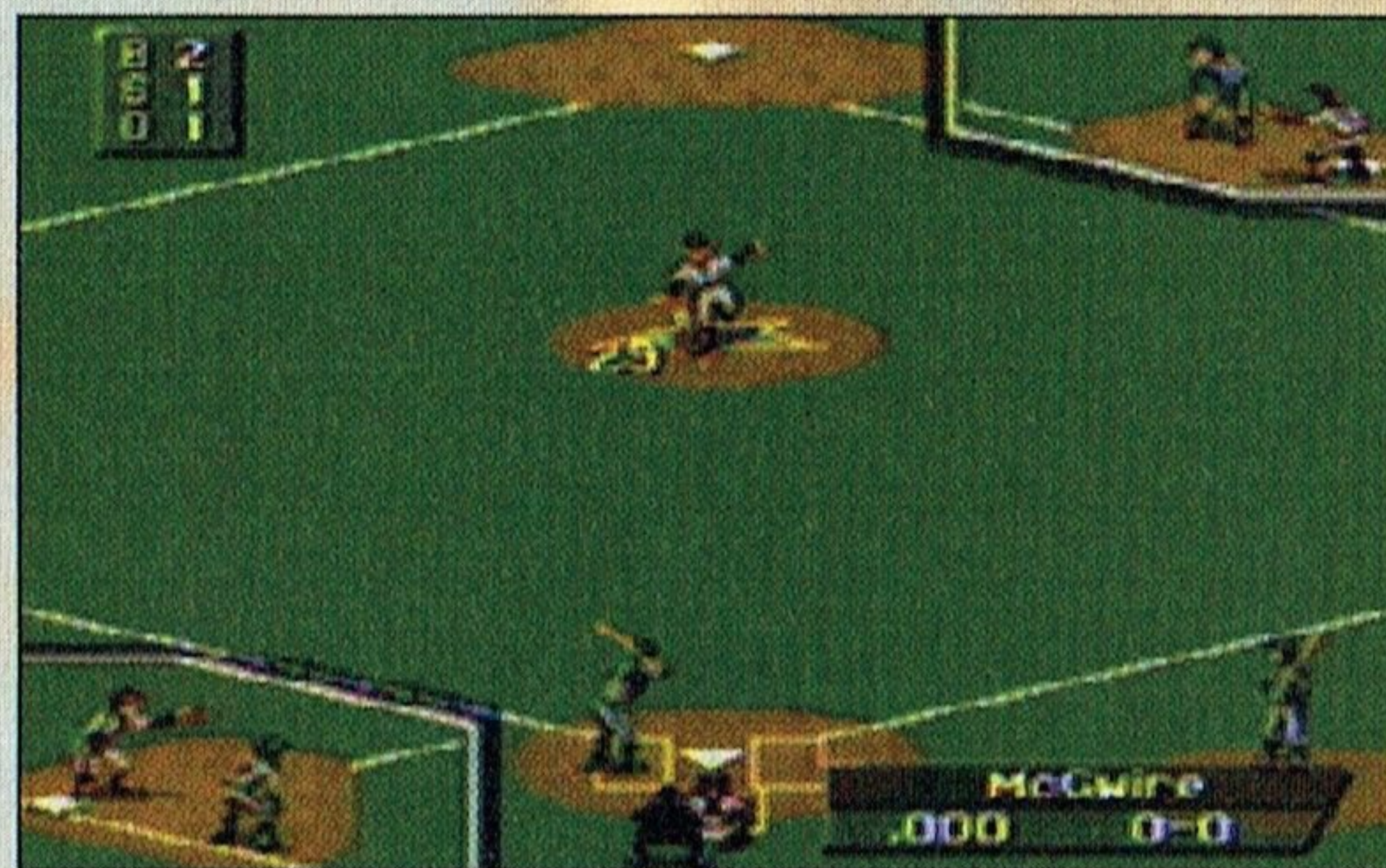
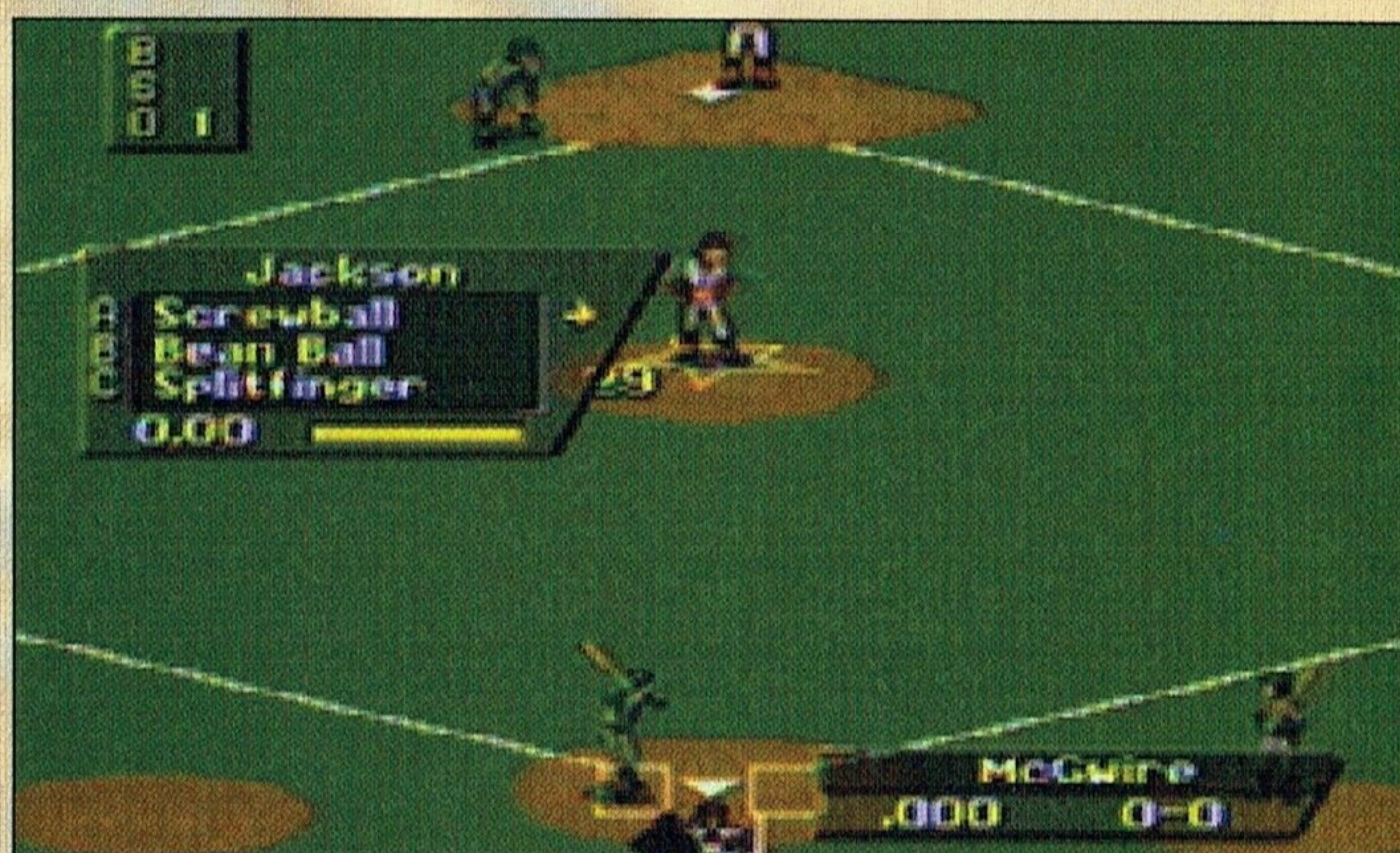
PRICE: \$99.95

SIZE: 24 megabits

PLAYERS: Four

► Pitching has never involved so many options.

In all you have 12 different pitches to choose from, with four variations of each pitch. Choose the pitch prior to the wind-up by using the D-pad and pushing the button of your choice. But to confuse your opponent, you can re-select the angle of the pitch after the wind-up begins. Happy curve balls!



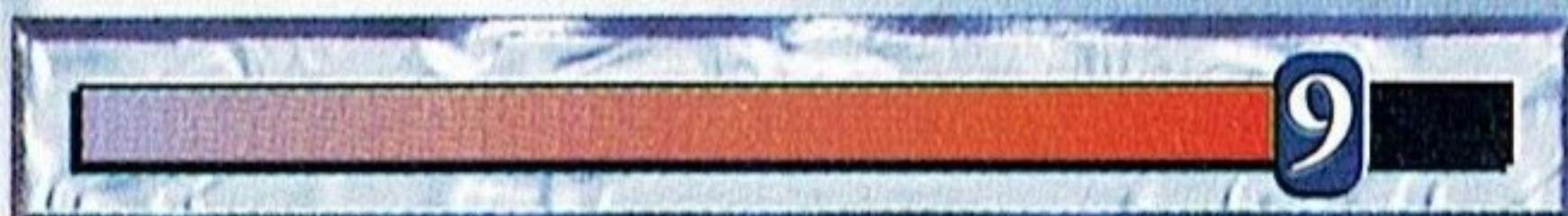
◀ Getting batters to bases is a tricky affair, but once you do the real strategic play comes to the fore. You have complete control over every player and can get them running for the next base at any time. Just like the real thing, hey, fellas!

Megazone Tip: Don't edge players too far away from the base, otherwise you'll be run out.

The Word

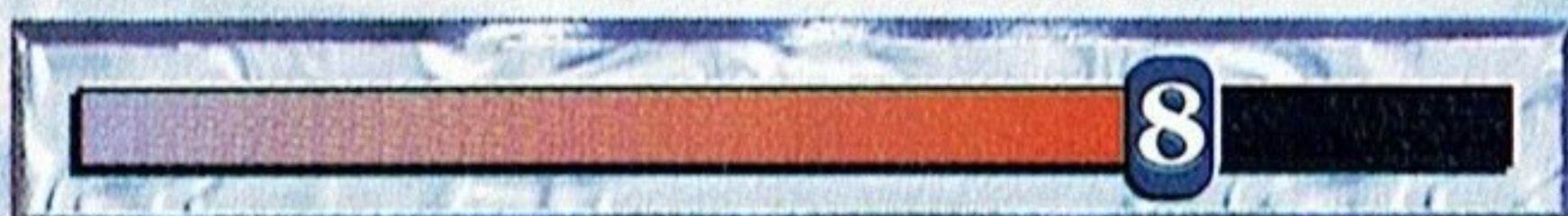
GRAPHICS

2,500 frames of animation have you looking for the hot dog vendor. Brill!



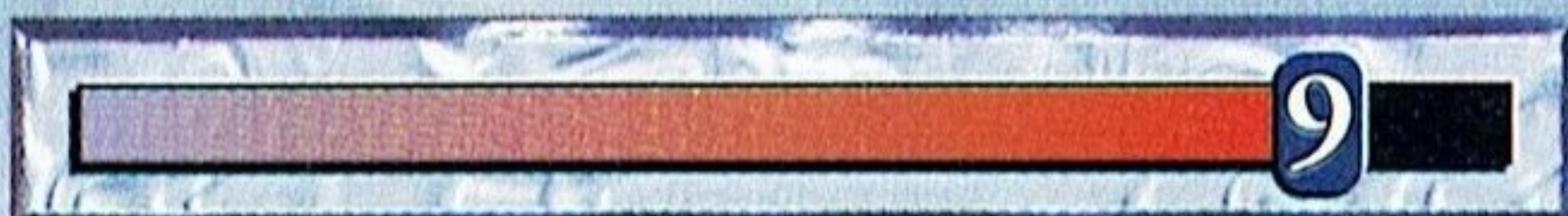
SONICS

It's going, it's going... it's going to have your heart rate up before you even take a swing.



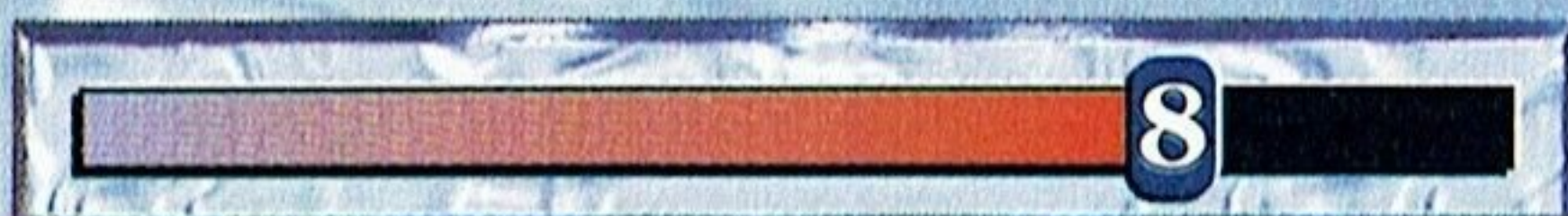
PLAYABILITY

Easy to control, with your whole team at your fingertips. And plain good fun.



STAYING POWER

Up to 162 games per season, 28 teams, a four-player option and lots of skills to master equals value for money.



OVERALL

There are heaps of baseball sims around already, but none has been as playable and polished as this. In a league of its own.

89
PER CENT

CATCHER CAM

You are have the choice of normal or zoom views. Normal is an overhead view of the playing field. The zoom view puts you directly behind the batter as the ball rockets in at 90 miles an hour. It's not just a matter of pushing the button at the right time either, you also have complete control of where you hit the ball, by positioning the batter's feet and angling the swing. **Megazone Tip:** When learning the ropes, go for the normal view, as it makes timing the hit all the easier.



PLAYER STATS

Philadelphia

P	#	NAME	Power	Summary
1B	29	John Kruk	.201	5 .422
RF	8	Jim Eisenreich	.200	4 .420
C	10	Darren Daulton	.299	15 .548
2B	12	Mickey Hatcher	.291	13 .408
SS	19	Kevin Stacker	.273	12 .350
CF	4	Lenny Dykstra	.273	12 .434
2B	7	Mariano Duncan	.268	8 .406
C	63	Mike Lieberthal	.265	1 .367
CF	3	Billy Hatcher	.244	1 .335
LF	16	Tony Longmire	.237	0 .316

↑:Scroll C:Series Stats
H:Scroll Statistics B:Backup Start:Continue

▲ Where would American sports be without stats coming out of every orifice? *Triple Play '96* is no exception.

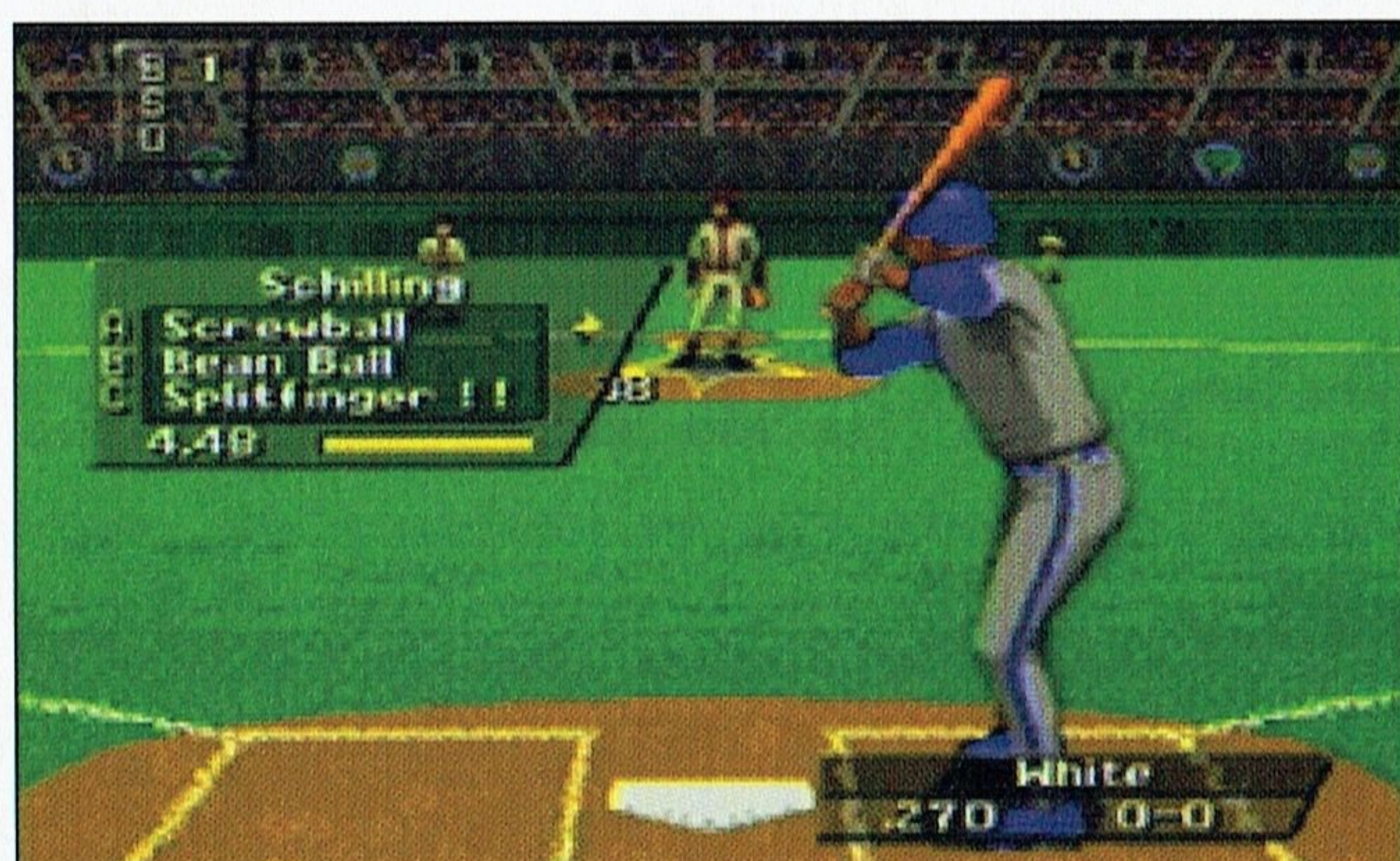


▲ At the end of the match, elated players rush to the centre of the field and victoriously throw their hands into the air. A real bummer if you lost!

IF YOU CAN'T STRIKE 'EM OUT, KNOCK 'EM OUT

Intimidation is the name of the game. Beanballs and brushbacks are fair tactics to soften up a tough nut. Luckily, the batters won't charge down a pitcher, unlike the real game.

BEANBALL



▲ Press button B and right to select a beanball...

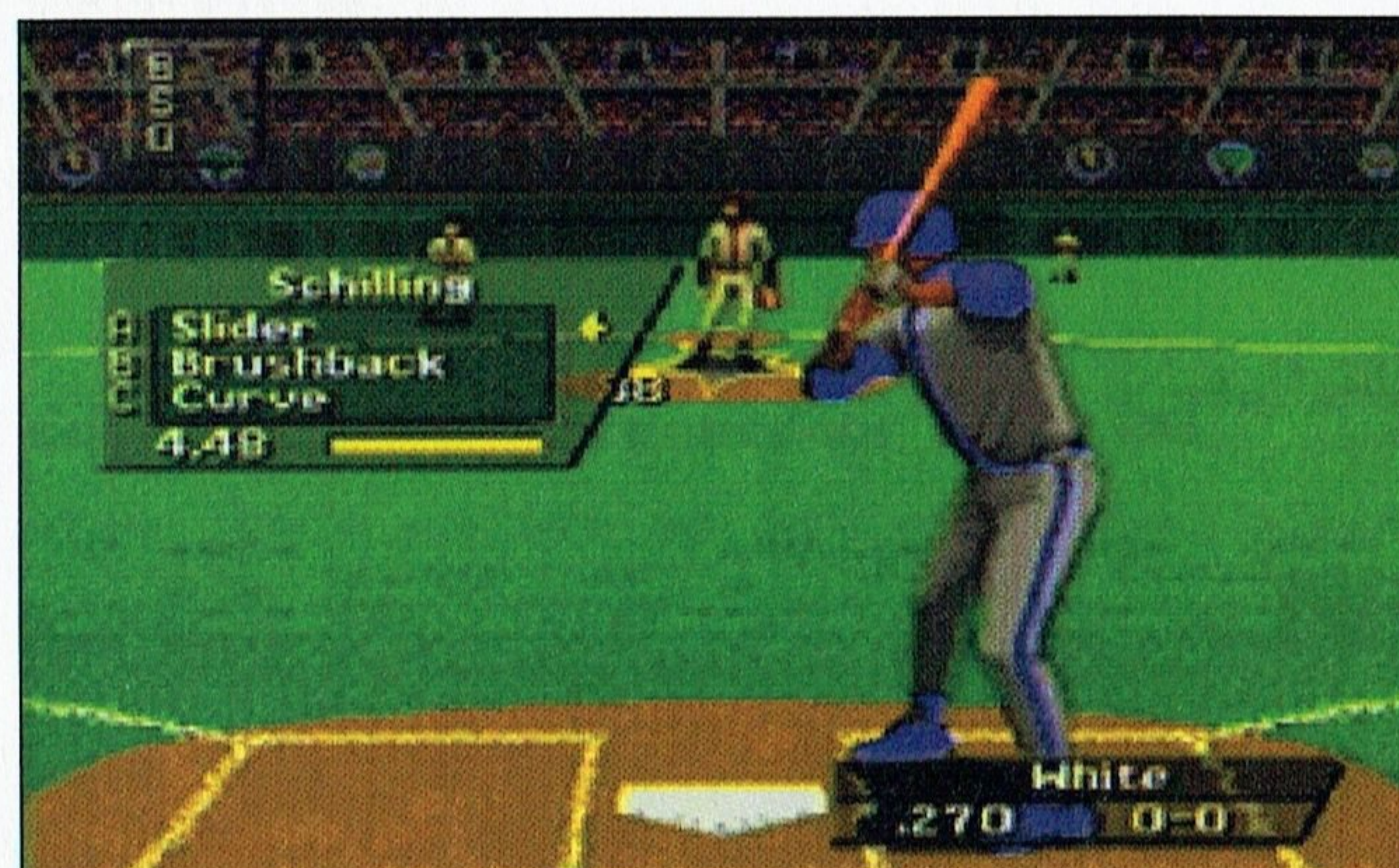


▲ Now that's gotta hurt some.

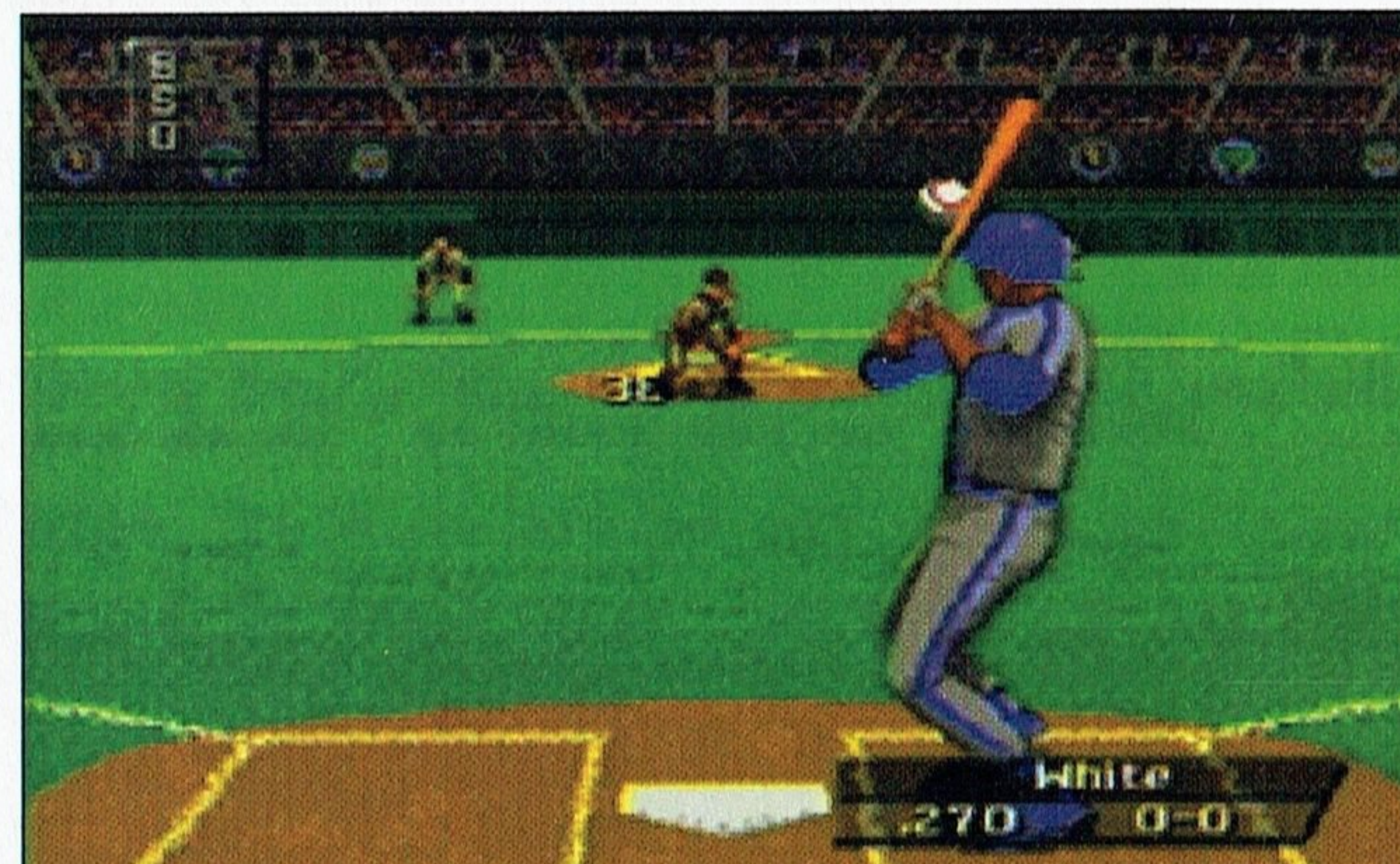


▲ Only trouble is, you give away a hit.

BRUSHBACK



▲ Press button B and left for a brushback...



▲ Incoming!



▲ That'll teach you for stepping up to the plate.

AAAHH!!! REAL MONSTERS!

Julie Quach thought she had met some real creeps, until she played this cart, that is.

It's gooky, kooky and downright spooky, but it's not *The Addams Family*. It's uh, *Monsters*, of the variety that sleep under your bed waiting for you to fall asleep so they can rip your bowels out.

The game starts off with you, the little Pink Monster, waking up and going to college to do your mid-term exams. You go to see Professor X. It turns out that to graduate, you need to scare people and find objects, such as a pair of sneakers (sneakers?). This all leads up to you scaring the big School Ma'am. Once you have managed to frighten the old lady to death – watch out for her, she packs quite a wallop in her attacks – you'll be rewarded with a cool certificate stating that you've become the biggest, baddest, ugliest monster.

Each section in this game is split into two distinct parts. You'll start every new section in the dump, then travel through to a different

part of the school for the conclusion.

The sprites are very well animated, and the game has well drawn backgrounds that fit in well with the theme of the game, from leaking sewer pipes to collecting fish bones.

Overall, this is quite a fun game, if a bit too easy. You'll find yourself finishing the game before you even know it. **M**

The little Pink Monster is small and can squeeze into tight places. There are also two sidekicks you can use, both having their own abilities. The tall black-and-white-striped one can throw whirlwinds, the fat, squat one has a hideous roar that scares off even the staunchest of opponents.

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: Viacom

PRICE: \$79.95

SIZE: 16 megabits

PLAYERS: One

second opinion

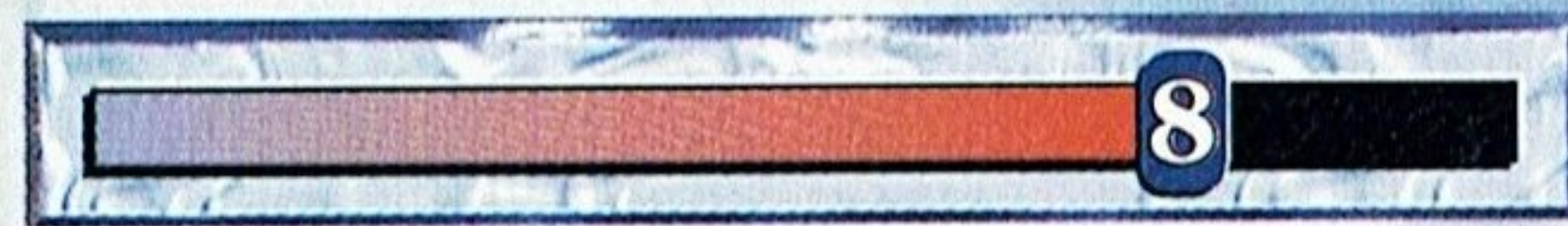
These monsters are about as scary as my gran, and as funny as diarrhoea in a wetsuit. And it's a platformer, which is not the best way to start a game...

MARK

Word

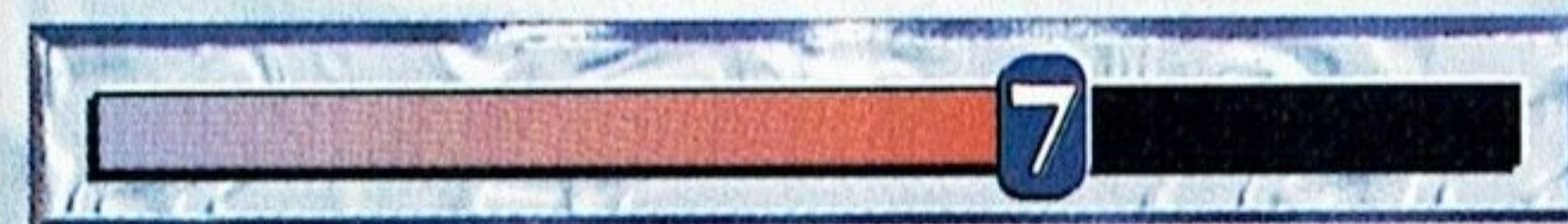
GRAPHICS

Very cartoony characters – like *Boogerman* without the natural gas and snot throwing.



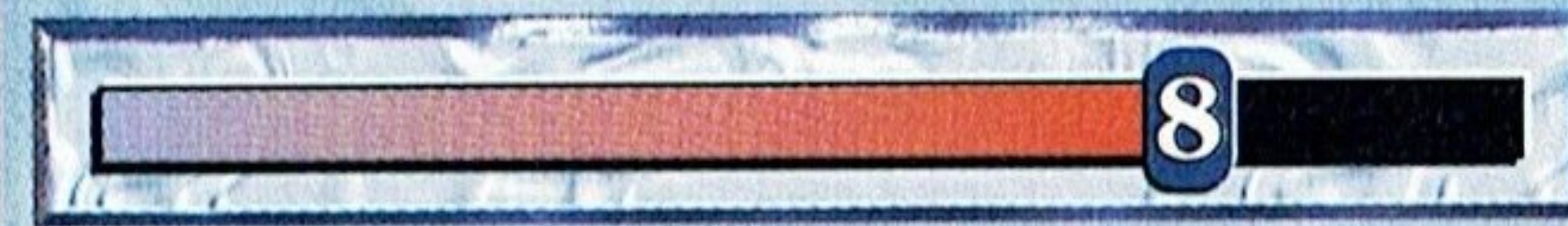
SONICS

Very funky monsterish music, but the novelty wears off in no time.



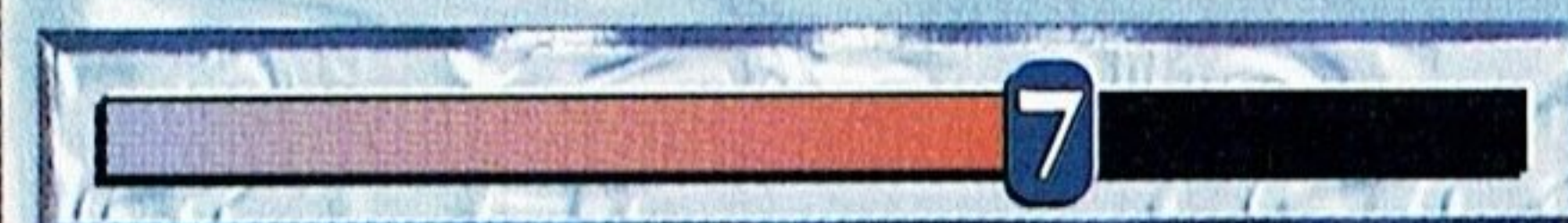
PLAYABILITY

Good responsive controls, especially when you are hopping about in the air.



STAYING POWER

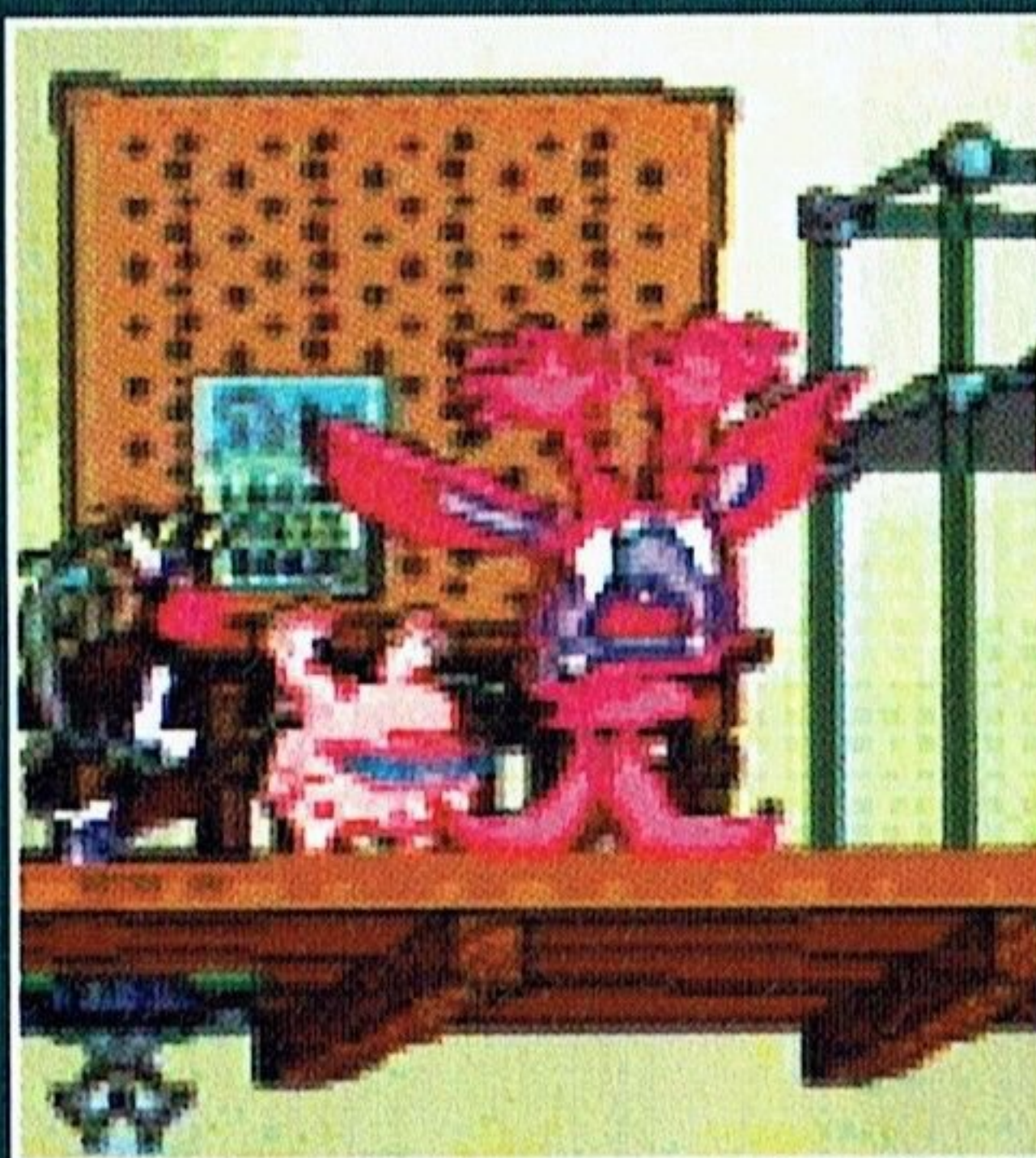
It's a platformer. An appealing one, boasting an interesting concept, but still a platformer.



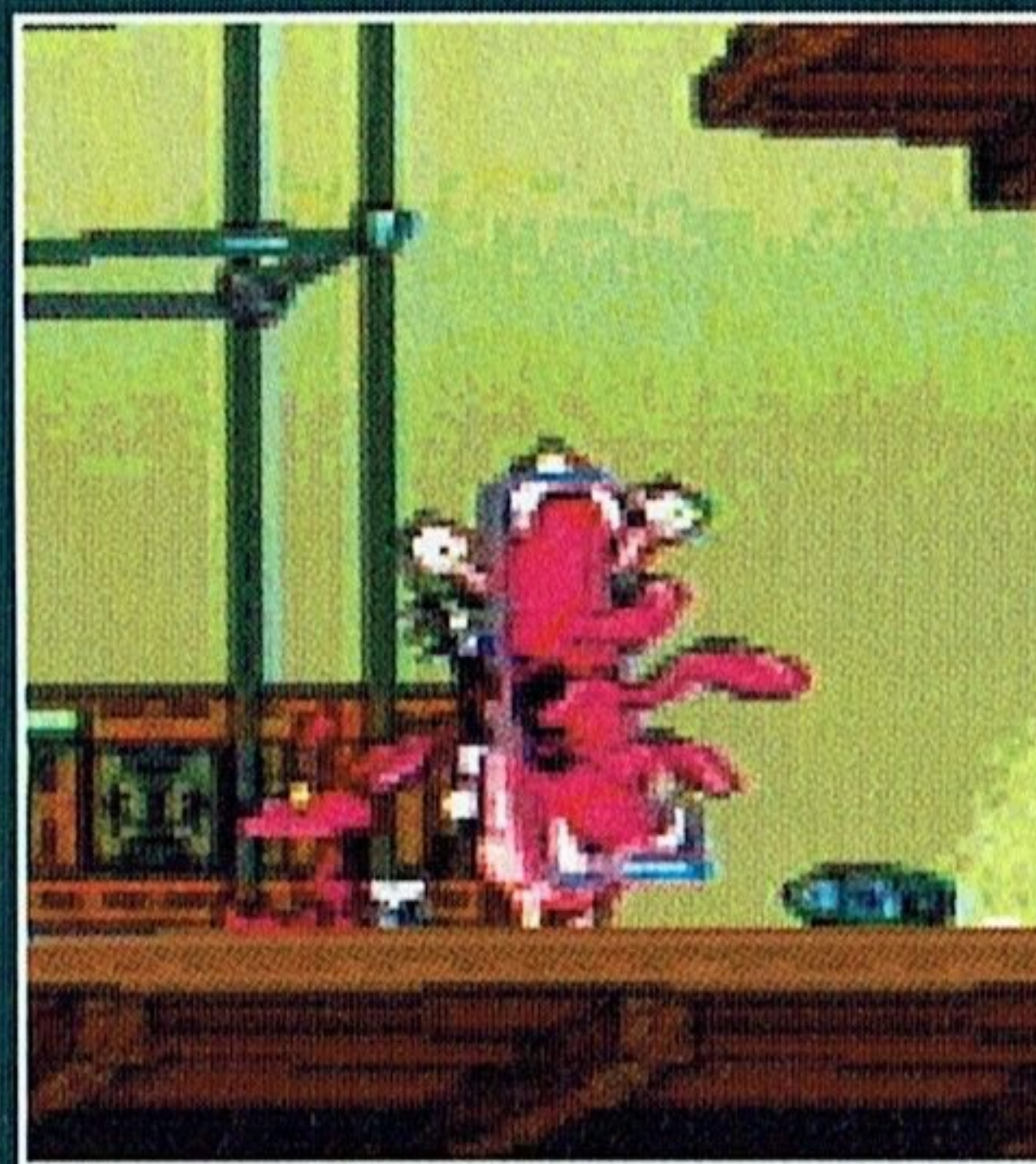
OVERALL

A typical platformer with a little weirdness appeal, but not enough to save it from mediocrity.

77
PER CENT



▲ This is how it roars...



▲ ...and this...



▲ ...and that's it!

THE THINGS YOU SEE WHEN YOU DON'T HAVE A GUN

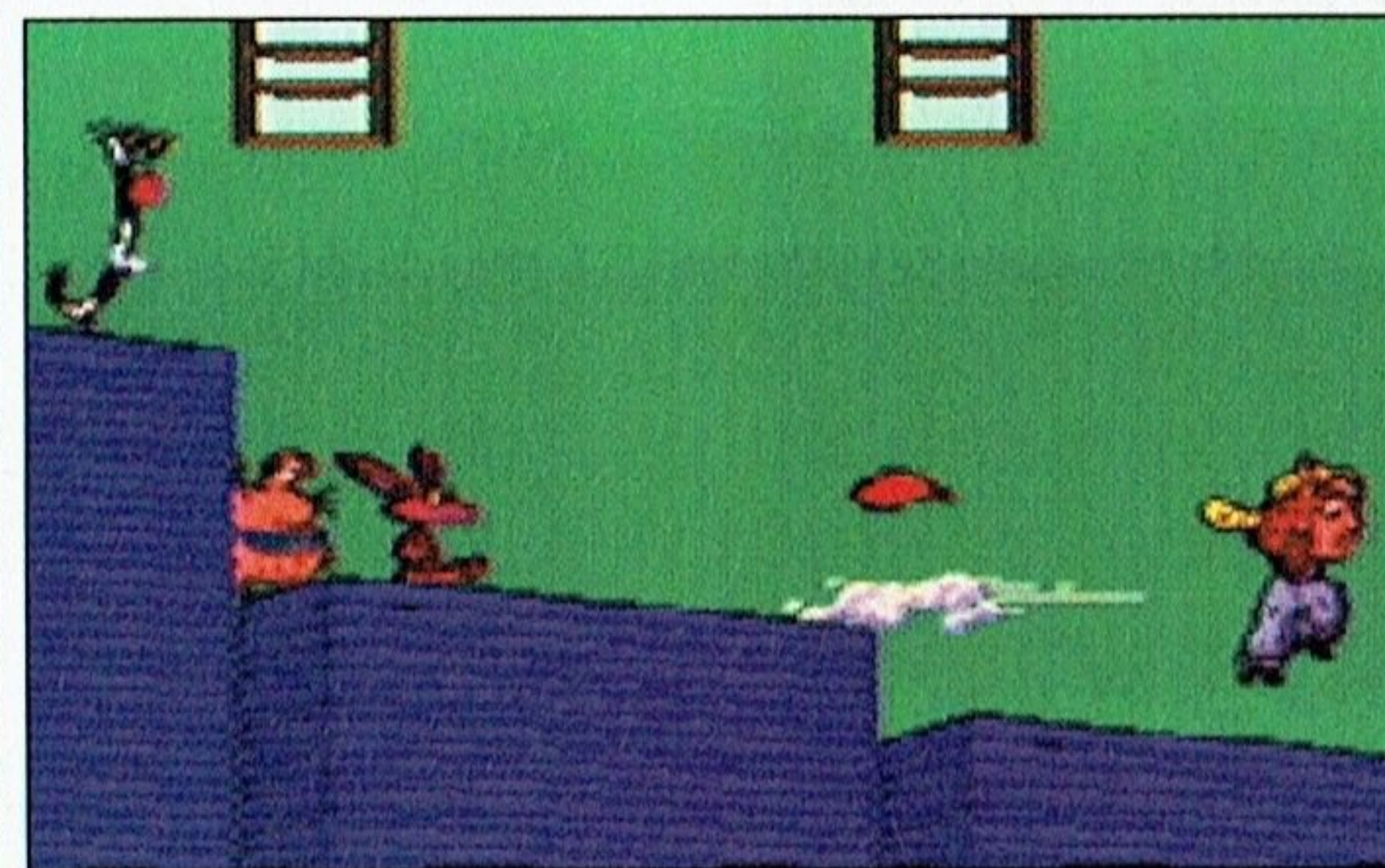
The enemy characters are a strange lot...they range from box-throwing fat women to annoying rats that you can barely see.



▲ He's simply a dog! We mean a mean dog!



▲ Watch out for those hefty boxes.



▲ She drinks too much red cordial.



▲ This punk takes three hits to defeat.

Fever Pitch

As Matthew Hall loves any excuse to hug other men, he was the perfect choice to review the latest soccer sim.

As a bunch of post-1994 World Cup releases have shown, it's going to take something pretty special on the Mega Drive to top *FIFA International Soccer*. As a result, most software houses have been spending their time and money looking to do doozy stuff with other hardware – check out *Victory Goal* on the Saturn. So, the arrival of *Fever Pitch* in the Megazone office didn't, we must admit, exactly break the barometer of ecstasy expectancy.

Well, we were surprised! Instead of going all-out with flashy options, fifty pitch selections, superstar endorsements and sewing your own shirts, US Gold has turned out a game that is simple – and fun – to play.

What the clever clogs have done is strip *FIFA* back to its graphic beauty, made game-play a doddle, but added the extra of certain players having "special skills" activated by the simple touch of one button! These spe-

cials range from a player letting loose a 50 metre cannon shot, a lying-diving-deceiving cheat, to an almost untackable crazed Bunnyman who jumps around with the ball between his legs. Add a mode called 'Aggro' (where deadly tackles go uncalled, leaving the pitch looking like a battlefield) and you have the most riotous, addictive, anarchic and violent soccer sim on the market.

And it's all good clean fun. Of course. **M**

second opinion

This cart certainly makes a change from the over-complicated sports sims we've seen over the past few years. **ADAM**

85%

VITAL STATISTICS

FORMAT: Mega Drive

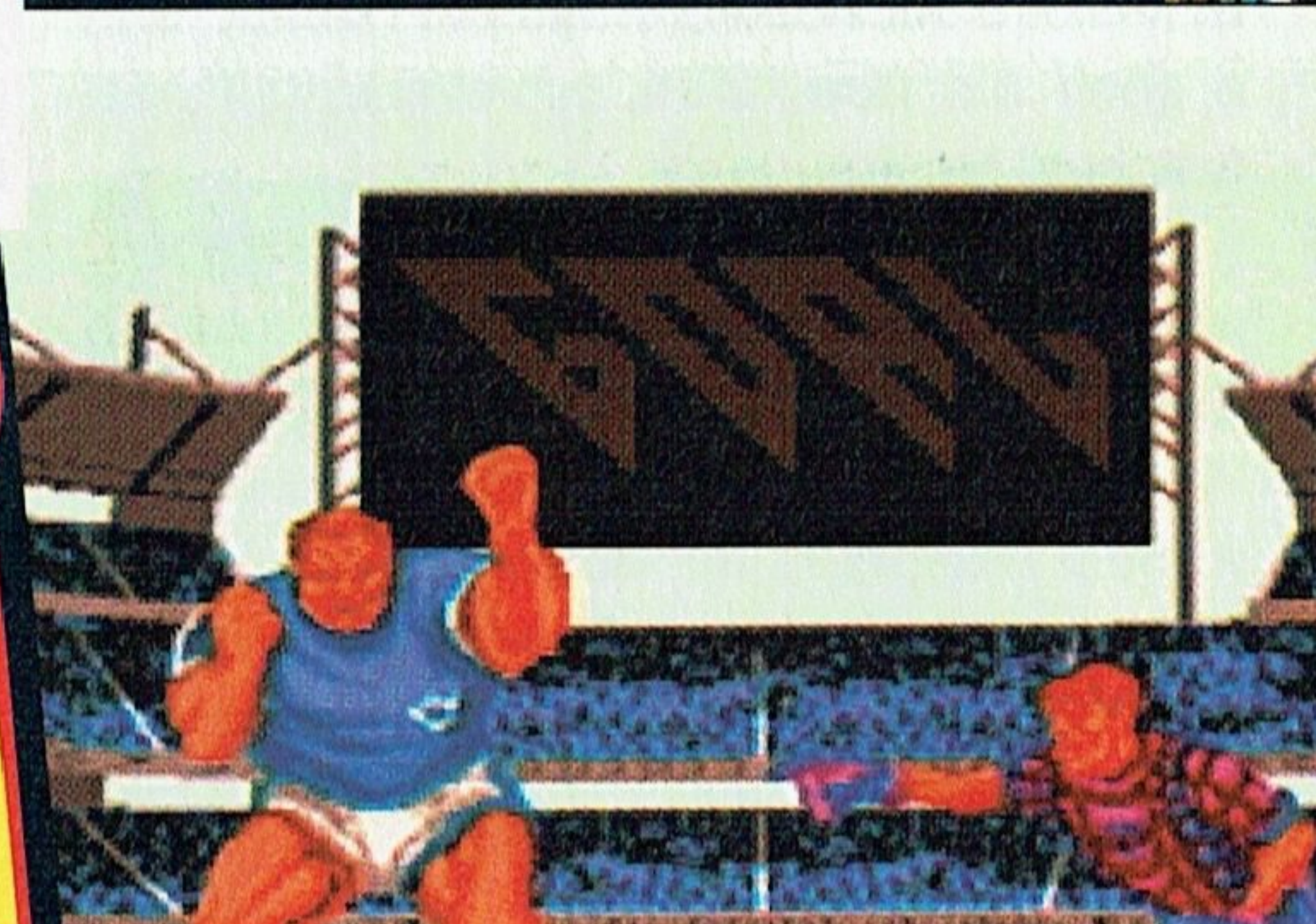
TYPE: Sports sim

SUPPLIER: US Gold

PRICE: \$89.95

SIZE: 16 megabits

PLAYERS: Two



GOAL!

▲ The guy in blue is over the moon because he's just scored a goal! This is good. But the other guy is pissed off because he's the goalie the ball has just whizzed past.



SELECTING YOUR TEAM

◀ What you see when choosing a side. This is the Italian team we chose to play Brazil. It must be good, because it has 10 star players – we know this 'cos there's 10 yellow blobs (this signifies a star player) and only one multi-coloured blob. Brazil and Germany are also full of yellow blobs.

HOW TO TAKE A THROW-IN, GOAL KICK, FREE KICK, ETC

► Line up your cross hairs where you want the ball to drop. Press 'A' and marvel at your skill!

THE AMAZING BUNNYMAN

▼ One of an array of star players. This is the Bunnyman – he gets the ball between his ankles and hops around everywhere. At worst, he'll make your opponent crack up laughing and you can easily score while he's cacking himself.



GREAT BALLS OF FIRE!

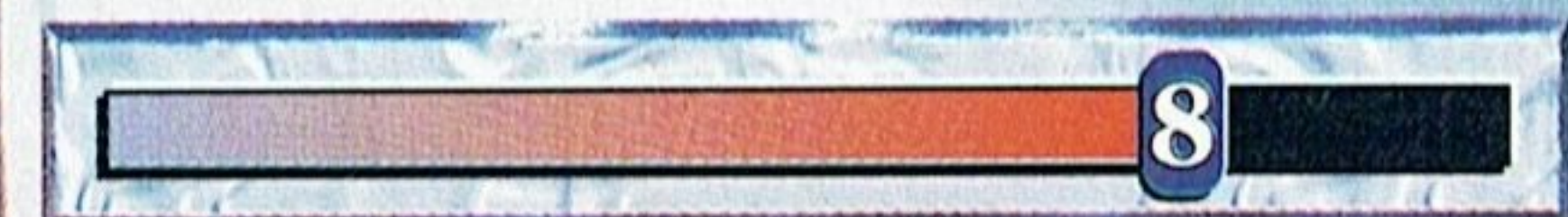
▼ Another star man. This one boots the ball. It catches on fire and it is very hard to stop. It makes a cool woosh sound too, like when you really douse a soccer ball in petrol and put a match to it.



Word

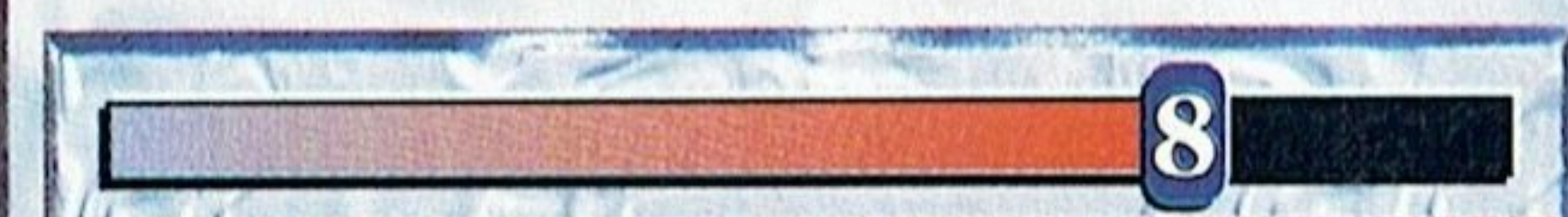
GRAPHICS

They've totally ripped off *FIFA*, but that's actually a good thing. And watch that ball when it's on fire!



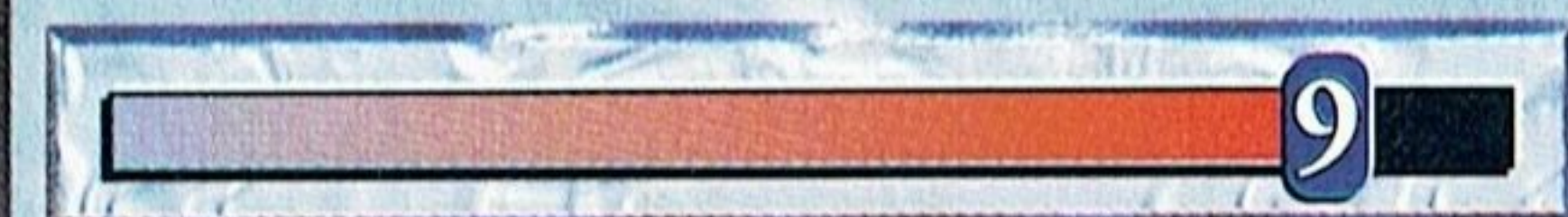
SONICS

The grunts from flattened players are cool, but the metallic 'thunk' kicking noise is lame.



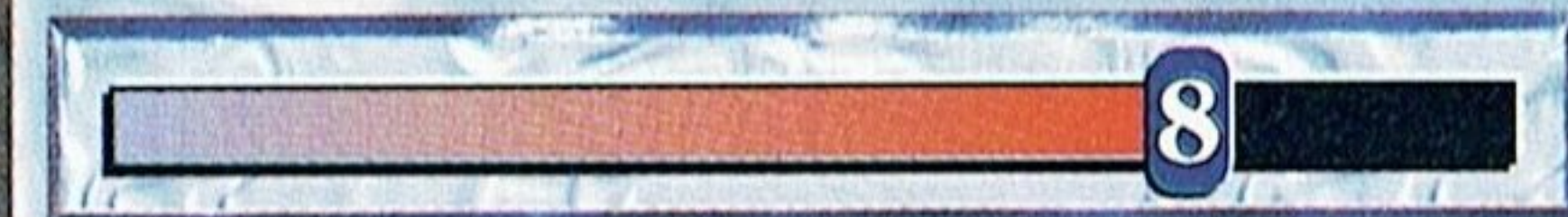
PLAYABILITY

All you need to know is where the goal is, how to use the kick and tackle buttons and execute the special skill.



STAYING POWER

More tournament and league options would have earned full respect.



OVERALL

It's given *Sensible*, *Striker* and *World Cup* What-ever-year the red card. If you want a fun and action-packed kick-around in the park, this is on fire!

82
PER CENT

Demolition Man

"Demolition Man? Sounds like me - I break everything I touch!" says Peter Burney.

Let's face it, platformer beat 'em ups are about as common as Clearasil abuse in teenagers. *Demolition Man*, thankfully, takes a step back in time and gets dirty with a truckload of waste 'em weapons in a good old free-for-all, kill-everything-that-twitches, blasterarama!

You play a futuristic cop, John Spartan, whose job is to track down and take out the 21st century's most wanted criminal, Simon Phoenix. But what sort of killfest would it be without hundreds of dopey scumbags to demolish along the way? And if you like to wipe out an army of slow-moving bad shots, then *Demolition Man*'s 10 levels are just for you.

The graphics are fairly detailed, with great gun-firing animation and a large variety in backgrounds. The backgrounds are somewhat interactive (in that you can blast car windows or fluoro signs for a bit of vandalistic recreation). The sound, on the other hand, is rather

basic, with a mere 36 effects. And although the music resonates in futuristic tones, the tracks are all very similar. But it's adequate enough for this style of game.

Basically, *Demolition Man* boasts few innovations, and in fact lacks both a bonus round and a two-player option (talk about starting behind the eight ball). However, it is fun to play and that's what it's all about, right! Bang, bang, you're dead! **M**

VITAL STATISTICS

FORMAT: Mega Drive

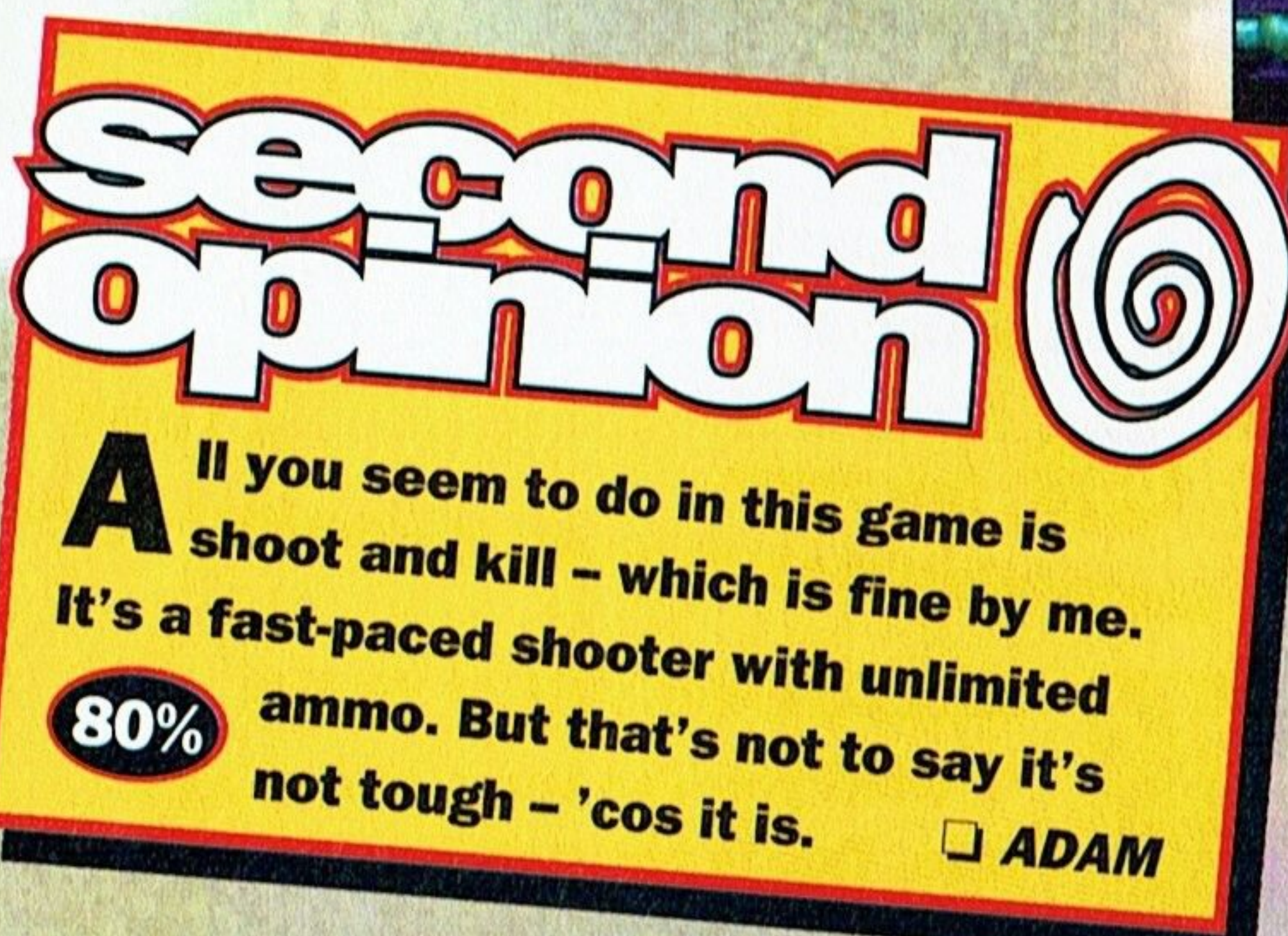
TYPE: Shoot 'em up

SUPPLIER: Acclaim

PRICE: TBA

SIZE: 16 megabits

PLAYERS: One

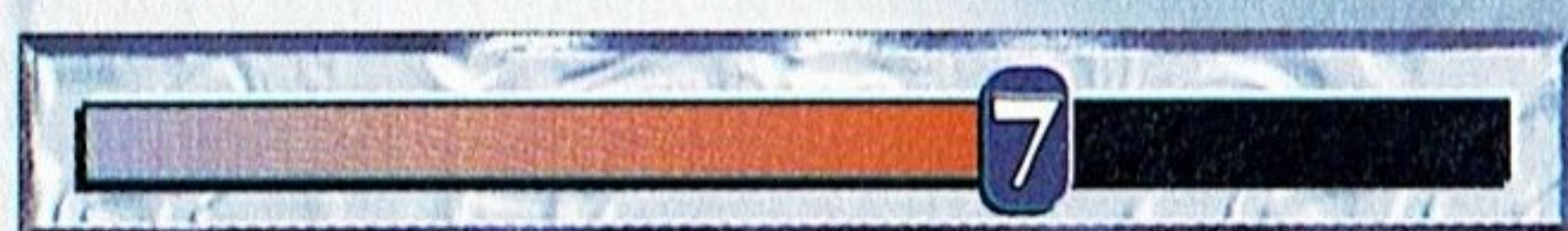


▲ Along the way are pick-ups, such as energy, and power-ups. The power-ups increase your firepower, which is represented by a variety of gun symbols floating in the air. Once a weapon is picked up, it appears in a larger form on the screen but, unfortunately, only lasts a short period of time.

Word

GRAPHICS

Excellent variety in backgrounds and some glimpses of nice animation, but still pretty standard.



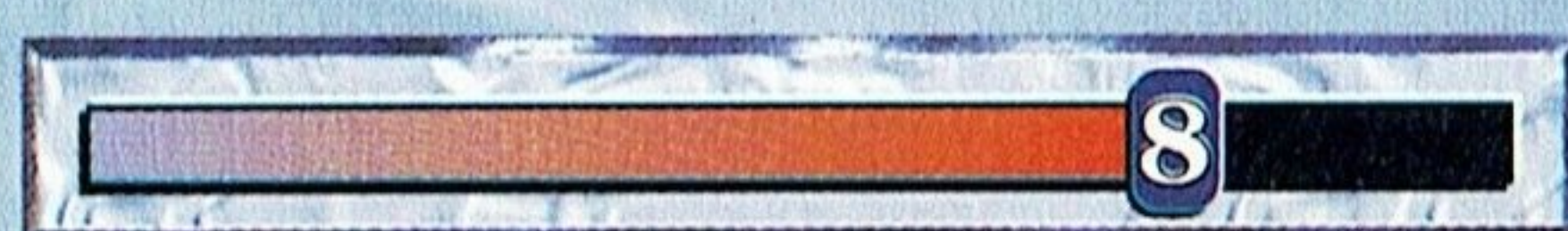
SONICS

Only slightly more interesting than listening to a building collapse.



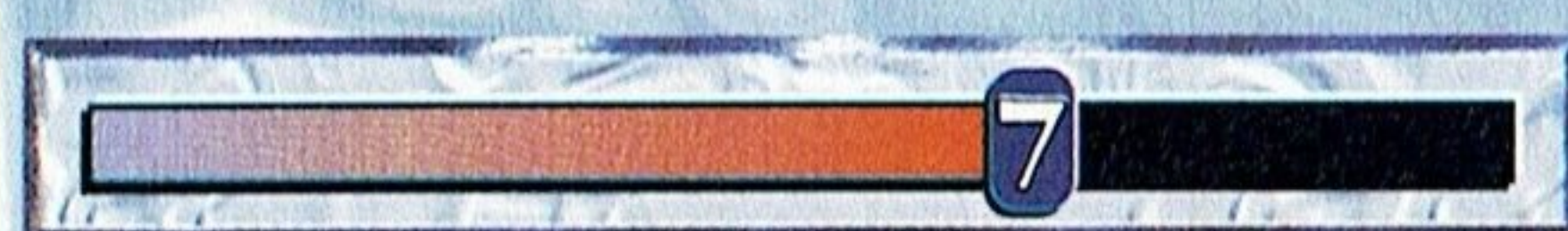
PLAYABILITY

Shoot baddies and... um....shoot baddies.



STAYING POWER

Three skill settings from reasonably hard to impossibly hard makes this cart tough to knock over.



OVERALL

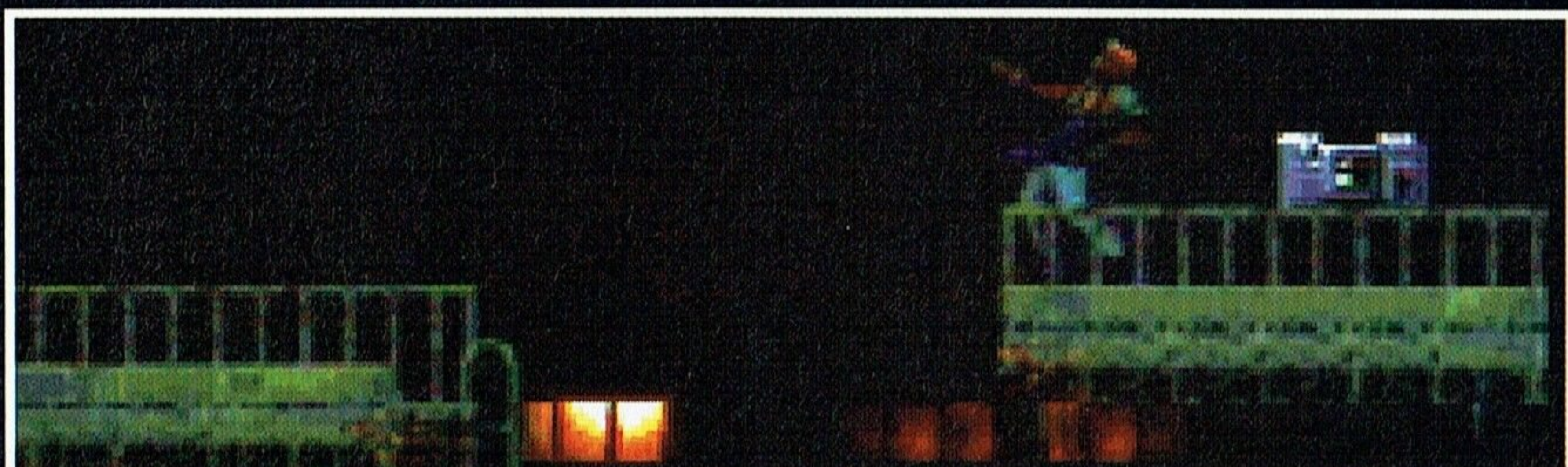
A reasonable effort at a shooting cart, with enough variety to keep you reloading for some time.

77
PER CENT

SIMON SAYS...

Simon Phoenix appears in certain stages as the end-of-level baddie. Beating him is quite difficult, and learning the patterns he follows takes quite a bit of time. Thankfully, his energy level is shown alongside yours, giving a clear indication of how many more hits are required to finish him off. However, if you do die, his energy returns to full again. Bummer!

Megazone Tip: To defeat Simon in level three, you need to wait until he moves to the edge of the platform. Shoot diagonally up at him. When he retreats, he will shoot, so get ready to move (also watch out for the henchmen which appear on either side). Once his energy is depleted, he'll run away. Climb up the ladder on the left side and crouch down, as he will return and shoot the power unit behind you. Quickly jump across the gap and climb up the ladder on the far right, before the building explodes.



YOU WANT MORE!

Scattered around the levels are extra lives – knowing where to look is the tricky part. Well, being the demolition experts that we are here, is a guide to the three extra lives in level one. Long live the Megazone reader...



LIFE 1

▲ On the compulsory second bungee jump, push the D-pad right and leap off onto the ladder at the bottom. Climb up the ladders as high as you can go to reach the bonus life.

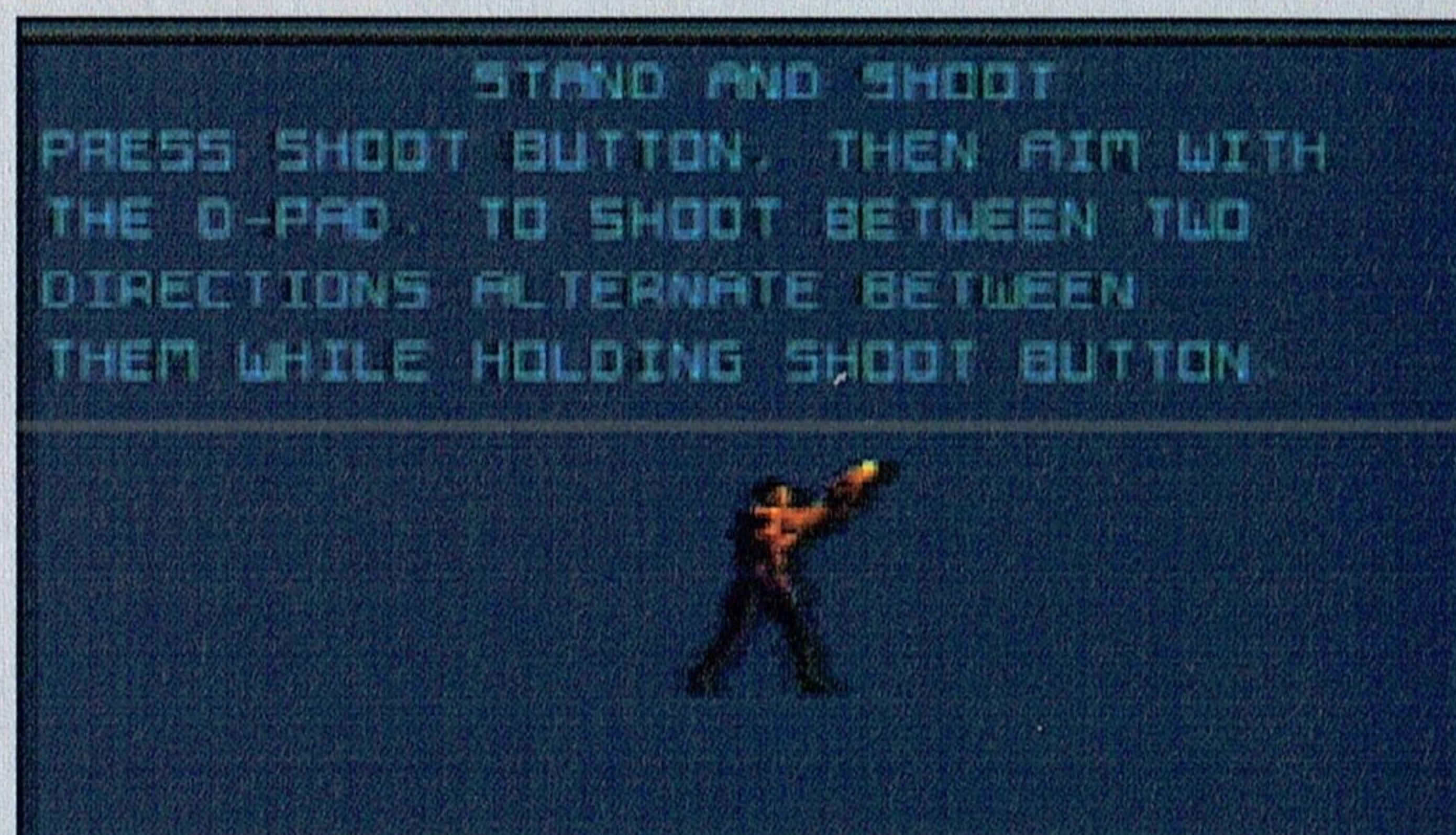


LIFE 2

▲ Directly above the first extra life you'll see a zipline (angled cable). Slide down this, and leap off when you reach a wooden box. Blast it to reveal life number two.

LIFE 3

◀ At the very end of the level you'll have to run for your life, and leap from the exploding building. Running ahead of you will be Phoenix. If you shoot him just before he jumps, another extra life will be yours.



▲ Included in the game are the instructions for all the moves available. A novel idea but we'd rather see that valuable memory used in more useful ways – like better graphics of longer levels. What's wrong with the instruction manual, anyway?

Demolition Man has two gameplay modes: the first is the standard platformer mode in which you can jump, roll, duck, climb and swing. Then there's the angled viewpoint (similar to *True Lies* and *Cannon Fodder*). This is a frenzy of running and killing, while searching for hostages. The latter format only occurs twice in the game, and we must admit we did find it a nice change to the run-of-the-mill shooter.

Megazone Tip: In the angled level, shoot out all the windows and glass cases to find hidden energy, grenades and weapon up-grades.

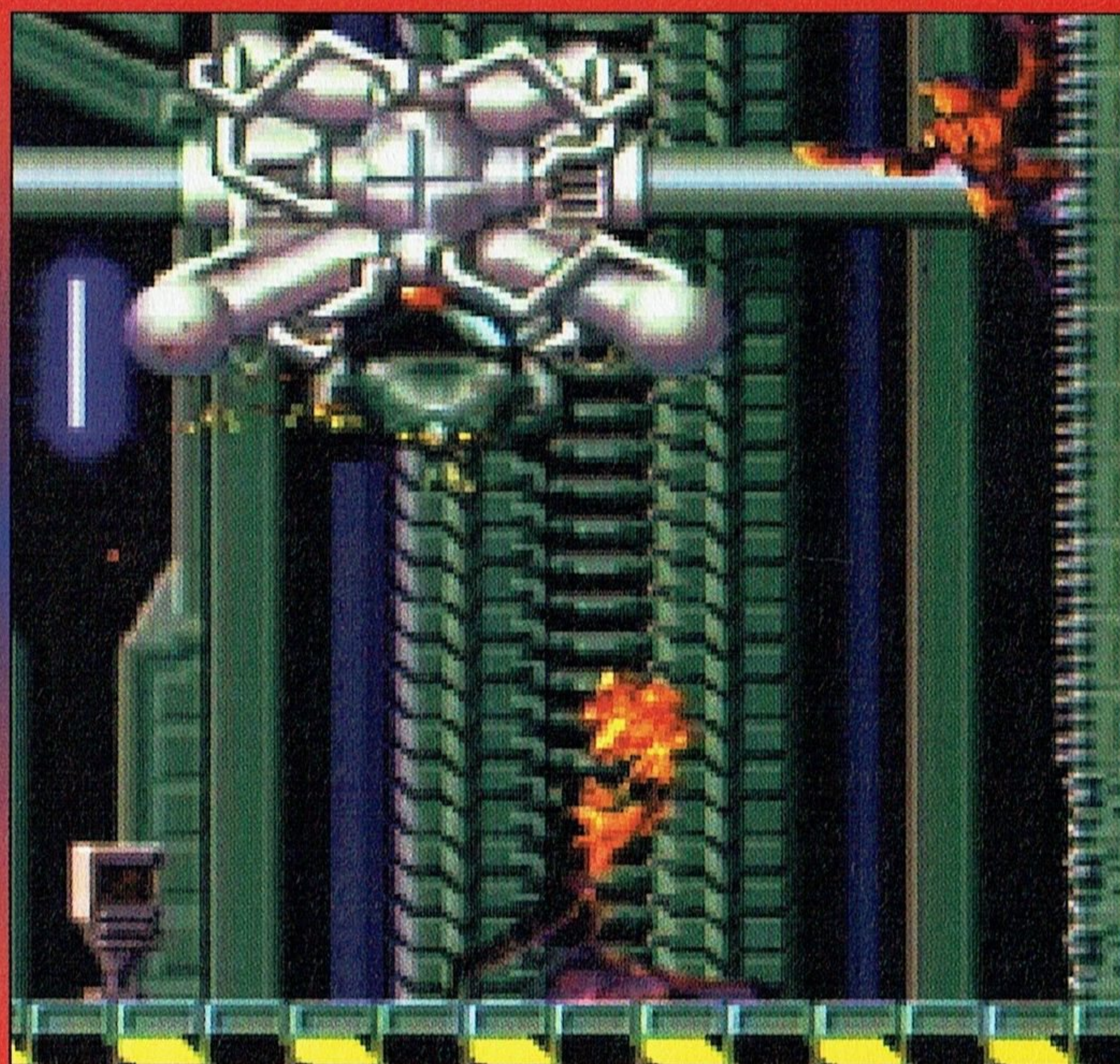






ILLUSTRATION Marc McBride

the

Great BIG Guide

T O G A M E S

In Japan, RPGs are the single biggest selling game genre. Perhaps we're not getting the point in the West. Read on with Darren Porter and see what you think...

Part Eight Role-playing and Adventure Games

Role-playing and adventure games have acquired somewhat of a cult status over the years. These games often provide much more challenge and value for money than other releases, yet still don't sell in big quantities.

Why? Maybe they seem too complicated or fiddly, or not immediately rewarding enough. Whatever the reason, we hope that if you haven't played any of the games mentioned in this guide, you immediately seek one or two out. If you're already hooked on adventures, this guide should introduce to a few you haven't yet played.

We're lucky to see more than a half dozen new adventure releases a year, but if recent releases like *Soleil* and *Story of Thor* are met with a sufficiently warm reception, this should change...

report card

- ★★★★★ Fighting all day, carousing all night
- ★★★★ A winsome lass in perfumed woods
- ★★★ A hard day's march between villages
- ★★ Falling in love with a fox spirit
- ★ Slap in the face with a dead troll

MEGA DRIVE

PHANTASY STAR II, III & IV

Three monumental RPGs that demand player involvement. They can be played as stand-alone games, but the storyline flows (albeit tenuously) through each one. A unique multiple-ending system, and the ability to play through the generations (as the children of your characters grow up) add some originality to a genre that has seen little growth over the years. *Phantasy Star IV* hasn't been released yet, but is definitely worth getting as soon as it comes out. **II** ★★★★★ **III** ★★★★★ **IV** ★★★★★

STORY OF THOR

Not really an RPG, and more hack 'n slash than adventure, it's very hard to categorise the highly playable *Story of Thor*. Here we have a main sprite who looks like Aladdin and backgrounds that resemble medieval England. This aside, *Story of Thor* has so many different elements and such a huge playing area that it was a huge success. The graphics are stupendous, with some of the largest sprites we've ever seen. The moody soundtrack blends in with the action perfectly. A must-see. ★★★★★



▲ Thor Blimey! What a great big curved sword you do have. All the better to delicately remove your limbs and shove them up your arse with...

ECCO THE DOLPHIN

The most original game to come out in years. You take the role of a dolphin hero, seeking his friends and family who have been captured by the mysterious vortex. The gameplay is remarkably soothing, as you swim gently through the ocean depths talking to other creatures and solving puzzles. The graphics are incredible, and the sound is fantastic. ★★★★★

ECCO THE DOLPHIN II: TIDES OF TIME

Graphically and sonically superior to the original, *Ecco II* adds more depth and variety to the gameplay, with a more complex storyline involving time travel and advanced flying dolphins. Fans of the first game will love *Tides of Time*, but those who weren't into the serene alternative style that *Ecco* brought to the adventure world probably won't be converted. Both of these titles have by far the best musical scores ever heard in a game. ★★★★★

THE IMMORTAL

This game is so old we couldn't even find a copy to play. So we all got together and had one of those rehash sessions. Everyone recalled *The Immortal* as being a particularly difficult isometric adventure that surprisingly didn't spawn any sequels. If you can find it, it's well worth a look. ★★★

ANOTHER WORLD

The first game to feature rotoscoping, using 2D polygon graphics, was ground-breaking at its release, and is still pretty good now. An uneven difficulty curve means you can be held up for frustrating periods after solving many easy problems. The cinematic cut-sequences were among the first ever used and help convey a movie-like feel. The French certainly know how to make original games (and blow up Pacific Ocean islands). ★★★★★



▲ You've just escaped from prison, found a gun and made a new friend. And it's not even lunchtime yet.

SHINING FORCE

This is the standard by which other RPGs should model themselves. Easy to play, yet challenging. Functional graphics, good sound and an involving storyline – these are what make a good RPG. There are statistics, but not a hell of a lot, and no stupid stuff like hit points for different body parts. The magic system isn't overly complicated, and the game relies on depth of play rather than frustrating puzzles to hold you up. Highly recommended. ★★★★★

SHINING FORCE II

Following the winning formula of the original, this boasts improved graphics and sound.



▲ *Shining Force II*'s combat style is tactically challenging. Der... who to hit first.

It's also much tougher, although the major gameplay features haven't changed. Which is a good thing, since the original played so well. ★★★★★

SORCERERS' KINGDOM

An excellent game that falls slightly short of the mark set by *Shining Force*. The gameplay is very similar, except for the combat system, which is much simpler, suiting beginners. With just as big a challenge as *Shining Force*, this is one to put on the shopping list if you've finished the others in the top five. ★★★★★



▲ Two people conversing quite pleasantly in a happening town.

LANDSTALKER

Using a functional isometric viewpoint, *Landstalker* was hailed as an instant classic upon release. And it's not hard to see why – the graphics and controls are superb. Although the diagonal movement does take a bit of getting used to – it is vital to many of the puzzles. There's little in the way of stats, except for life points and experience levels. Combat is a simple matter of pressing a button to slash the hero's sword. This is the game for people who have always shied away



▲ Ecco is content. He's finally found his porpoise in life.

from RPGs. If you haven't played one before, try *Landstalker*. You might get hooked.

★★★★★

SHINING IN THE DARKNESS

An early first-person perspective game with simple, yet effective, graphics. It moves quite smoothly, and the combat system is a breeze to use. Compared to today's offerings, it looks decidedly primitive, yet it has a certain charm that may appeal to certain gamers. ★★★



▲ Oh no! We thought we'd seen the last of those vicious killer grapes at the end of level 38!

PRINCE OF PERSIA

One of the most converted games of all time finally hit the Mega Drive four years after its original release. Apart from the updated background graphics, little had changed – the animation on the main character is still beautifully done and the one-hour time limit still adds that touch of freneticism. However, with games like *Flashback* and *Another World* outdoing it in all areas, *Prince of Persia* has had to take a back seat. ★★★

STAR TREK – THE NEXT GENERATION

One of the best TV series of recent years doesn't convert so well to computer gaming, as a result of the simplistic approach taken by the programmers. The graphics are fine, and the sound fx are suitably sci-fi, but the beaming down sections soon become repetitive and tedious. The space combat is too arcade-like, and doesn't allow for enough strategy. One for fans only. ★★★



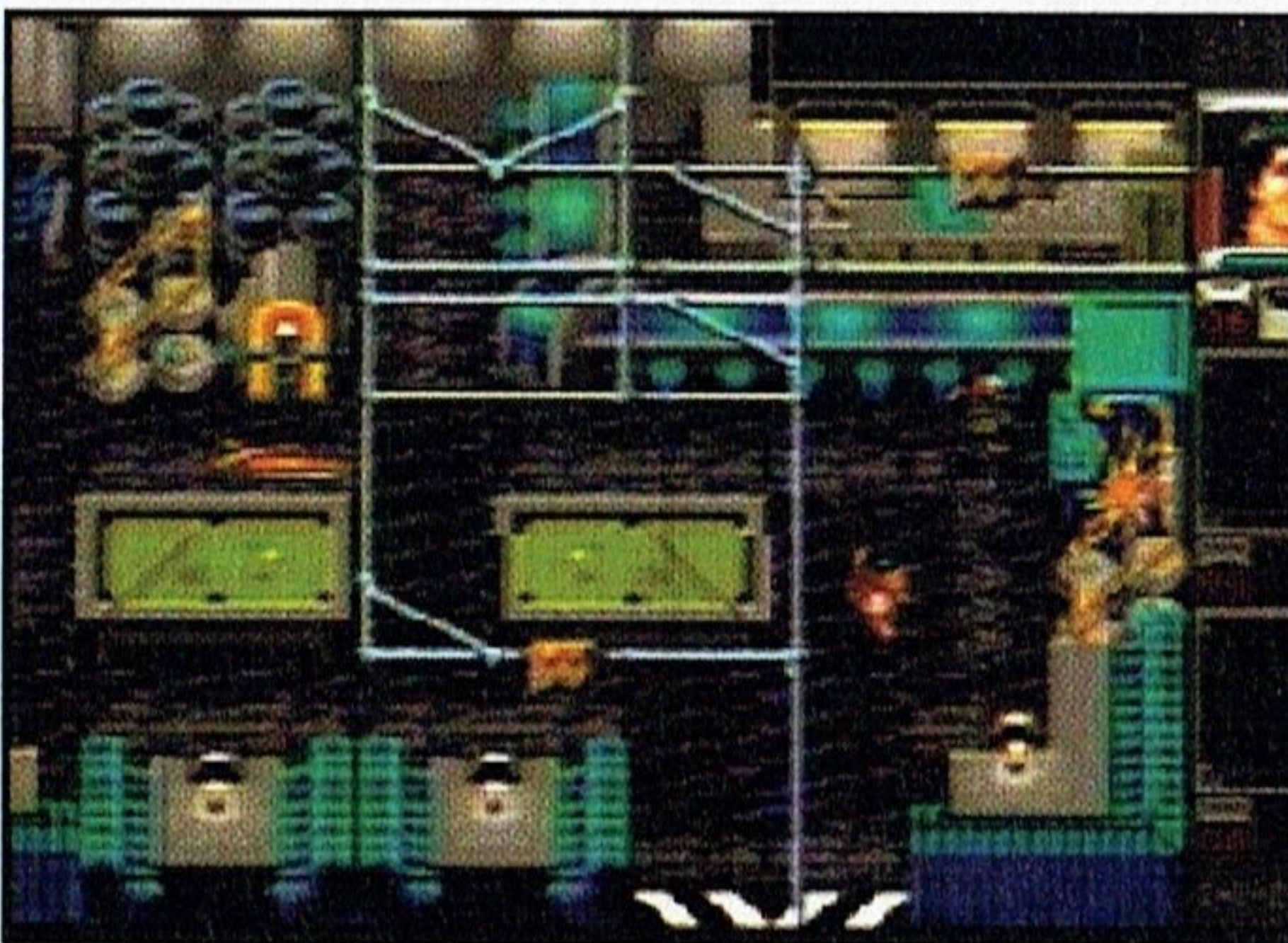
▲ Riker and the away team score an own goal. The Romulans are celebrating wildly.

WARRIORS OF THE ETERNAL SUN

One for the mathematicians. This game has more stats than an American sport. At times, it actually feels like you've got about eight different types of dice in front of you, calculating armour classes, damage modifiers, encumbrance and magical resistance. This appeals to many people, but we say it should be left to live role-playing. Video games need instant playability and less tedium. ★★

SHADOWRUN

This game, originally written for the Super Nintendo, was actually designed and programmed in Australia by Beam Software – and it's never been officially released here. Which is a crying shame, because it's a damn fine play. Set in a cyberpunk world where technology and magic are common forces, this game really captures a dark, seedy feel. It also incorporates futuristic gadgets in a way that complements the gameplay. Certainly one to grab if you can find it anywhere. ★★★★★



▲ Cyberpunk captured in all its post-modern, collapse-of-civilisation glory...

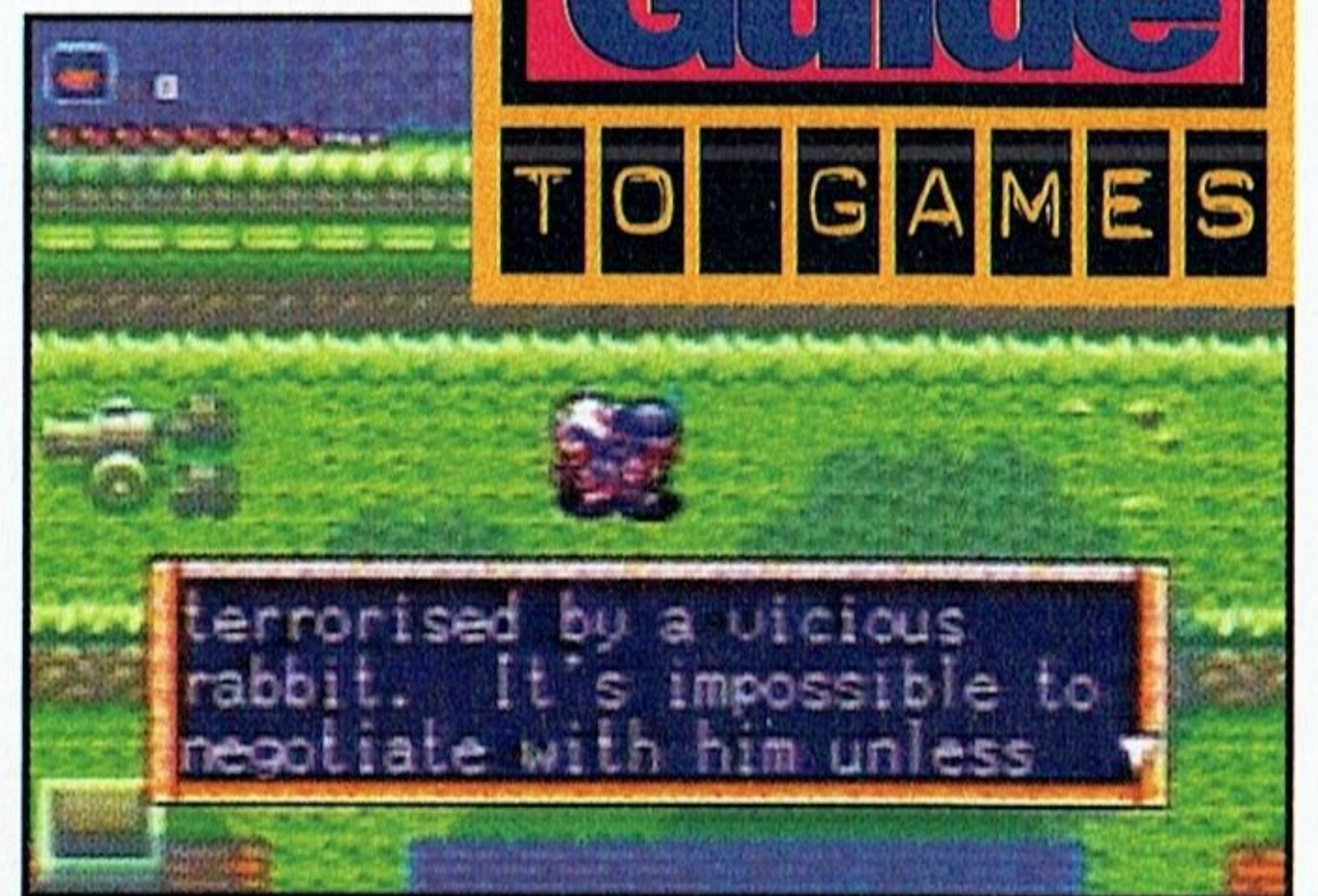
FLASHBACK

Delphine Software's follow-up to *Another World*, it also utilises rotoscoping, but uses sprites rather than polygons to improve the overall graphical feel. The backdrops are amazingly detailed, the plot reminiscent of *Total Recall*. The puzzles are fiendishly difficult, but thankfully there is a password system. Unfortunately, the sequel, *Heart of Darkness*, will only be seen on PC, the Saturn and the PlayStation. ★★★★★



▲ There's a guy with a gun in the jungle and it's called *Flashback*. No, it's not a Vietnam simulator.

Great BIG Guide TO GAMES



▲ The programmers have been watching too much Monty Python. That rabbit's got a mean streak a mile wide.

SOLEIL

Take all the best elements of Nintendo's mega-hit *Zelda* series, add a unique twist and you've got one of Sega's best RPGs to date. Our hero loses his ability to talk to humans early on in the game, and discovers he can only communicate with animals. The animals can teach him skills and even join his quest. This isn't a game for first-time adventurers, as it's pretty huge, but for more seasoned role-players who have beaten *Landstalker* or *Shining Force*, this should be the next game you grab. ★★★★★



▲ *Sword of Vermilion's* combat sequences are quite arcade-oriented, so if you've got a bit of skill you can win even with really weak characters like Flossy the Second Level Lamb.

SWORD OF VERMILION

Using a combination of first-person and overhead views, this game was one of the first RPGs on the Mega Drive – and it still holds up remarkably well today. Well, except for the bland colours, anyway. The gameplay is simple, yet the puzzles are involving and the game will certainly take many a late night to complete. The story is your run-of-the-mill good versus evil affair, with the hero in search of some lost talisman that will save the world. ★★★

MEGA-CD

EYE OF THE BEHOLDER

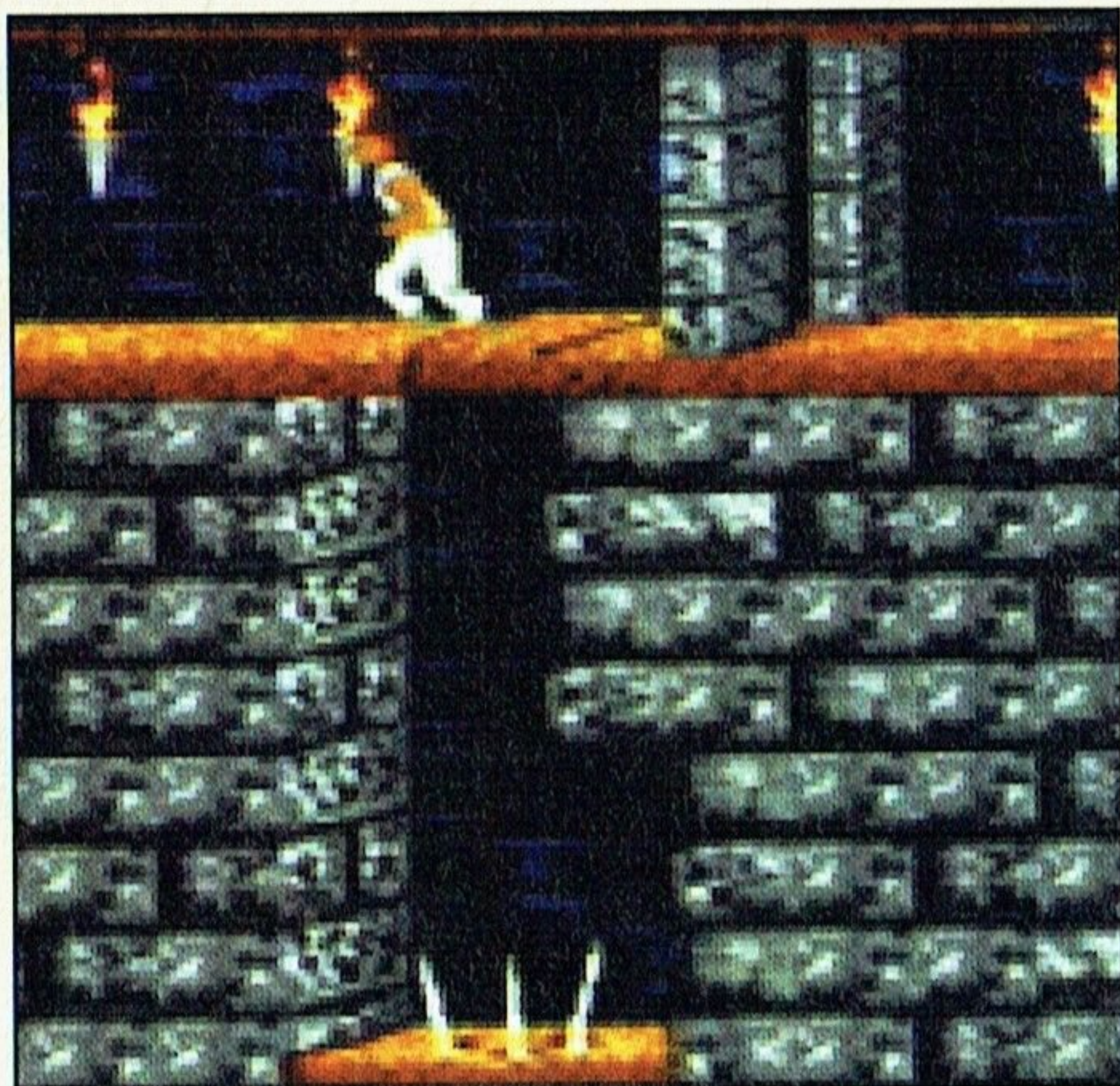
SSI's first attempt at the first-person perspective RPG was a massive hit on the Amiga, probably due to the *Dungeons & Dragons* tie-in. The Mega-CD version is virtually identical, except for the quite amazing soundtrack by Japanese music supremo Yuzo Koshiro. Might have too many stats for some people, but a highly absorbing game. ★★★★★



▲ Hold on. There's no food on this menu...

PRINCE OF PERSIA

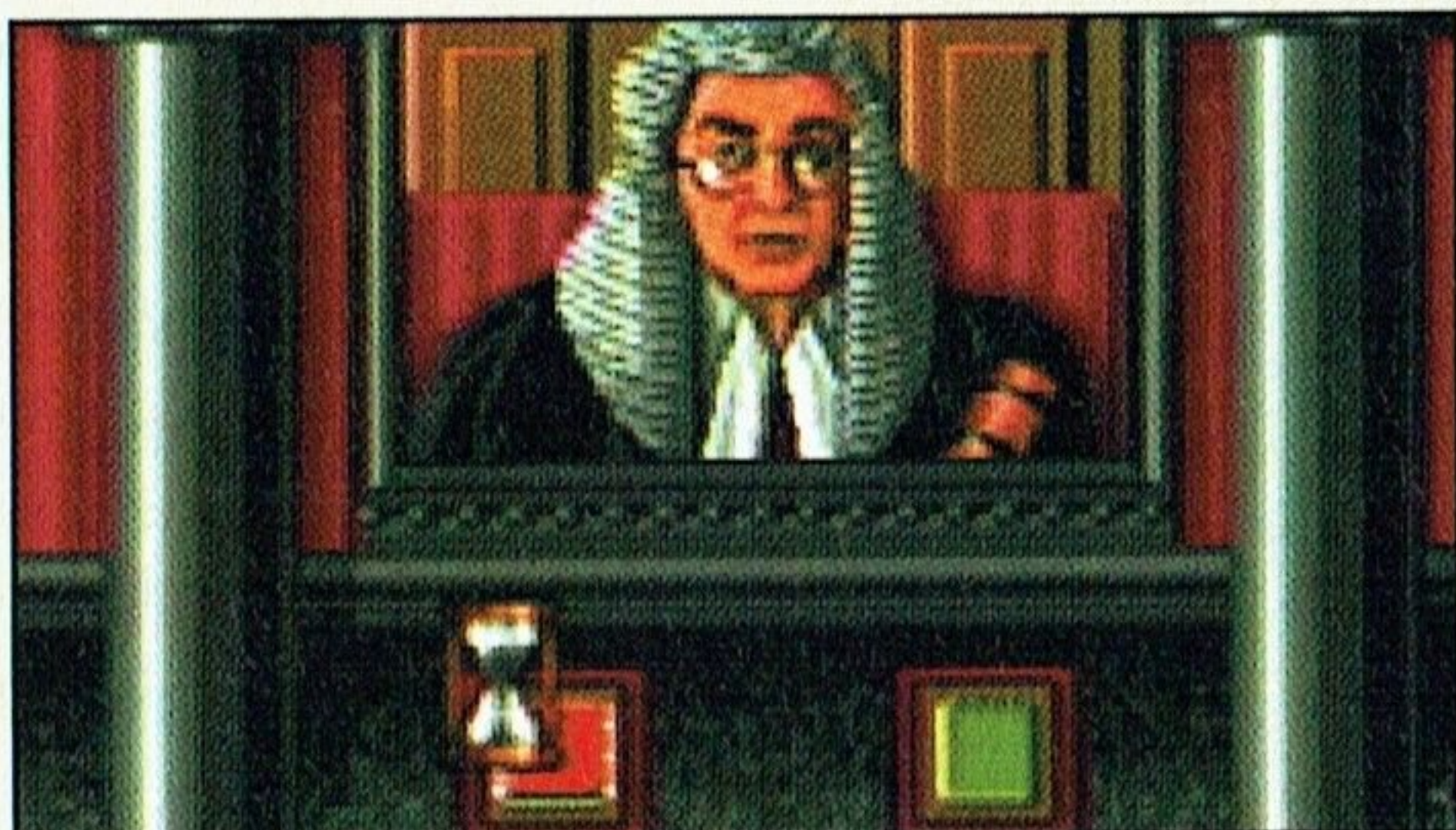
Graphically not that much different from the Mega Drive version, but the sound fx and music are much better. There are more levels, not that it makes the game any harder. Still, if you've got a Mega-CD, you'd buy this over the cartridge version. ★★★



▲ The next step could be his last...

SHERLOCK HOLMES I & II

In each CD, three cases from the files of the world's most famous detective. These full-motion video adventures are fairly linear, but do require some skills of deduction. Will appeal mostly to fans of the super-sleuth – otherwise check out *Dracula Unleashed* or *Snatcher*. ★★★



▲ Sherlock Holmes, I sentence you to five years for smoking that filthy pipe.

DRACULA UNLEASHED

A full-motion video adventure through the dark streets of nineteenth-century London. You have the none-too-enviable job of seeking out and destroying the nefarious vampire, Dracula. By travelling around London, finding clues, talking to other characters and most importantly, learning where to be at the right time, you should manage this. The game is suitably atmospheric, and even manages to be quite scary in parts. Best played late at night with the lights off. ★★★★★

DUNGEON MASTER II – SKULL KEEP

The original *Dungeon Master* appeared way back in 1986 on the old Atari ST. At the time, it was considered one of the best games ever released. The sequel has been a long time coming, but it's finally here and on the Mega-CD, of all formats. To those who have played the original, you'll know how easy it was to control using the mouse and that's probably the biggest problem facing *Skull Keep* – the Mega Drive's pad isn't conducive to the fast responses required for this real-time RPG. The graphics, sound and gameplay are all top-notch, but you'll soon be frustrated by the lack of speed and the slow response time. This is a real pity, because *DM II* has some brilliant features, like the amazing artificial intelligence of the creatures you meet. There's an extraordinary amount of things to do before you're even close to seeing the ending. Try before you buy. ★★★

SNATCHER

Invasion of the Body Snatchers meets cyberpunk in Neo Japan, 2045. Sound clichéd? Well, it would if the game didn't pull it off so well. We're talking oodles of atmosphere in this little CD adventure game. The gameplay is a perhaps too linear, but at least you get to interact with characters in a more realistic way than other adventure games. The CD has been jam-packed with cut-scene animations and music that make this almost an interactive movie. ★★★★★

LUNAR

Still unreleased at the time this ish went to press, *Lunar* has been promised by Sega for a while now. This game is one of the most absorbing RPGs ever developed. Sure, it's got fiddly little sprites, and the format and dis-



▲ Looney? You would be too if you lived in Victorian England.

play look like your average adventure, but the attention to detail and depth of gameplay make this a completely absorbing diversion. ★★★★★

ECCO THE DOLPHIN

Four extra levels and a remastered Q-Sound soundtrack add even more value to this all-time classic. The new soundtrack is worth listening to even when you're not playing the game – it's that good. ★★★★★

YUMEMI MYSTERY MANSION

Enter the Mansion of Hidden Souls to rescue your sister, whose soul has been trapped within a butterfly. With a strict time limit, you must explore the house quickly and efficiently to gather the objects required to solve the puzzles. The mix of rendered graphics and full motion video is used nicely to create a truly eerie atmosphere. However, the puzzles aren't that hard – you'll probably finish the game within a week. If it was longer and harder (where have we heard that before?) it would be fantastic. ★★★

MASTER SYSTEM

HEROES OF THE LANCE

The only *Dungeons & Dragons* tie-in on the Master System leaves a lot to be desired. More like a side-on hack 'n slash than a true RPG. The puzzles involve more dexterity than brain power. ★★

ULTIMA IV

The most stat-oriented game to be found on either the Mega Drive or Master System, this conversion of the Apple classic is looking a bit dated now, but still offers a mighty challenge for adventure-starved Master System owners. Well worth a look. ★★★

PHANTASY STAR

This predecessor to the classic Mega Drive cart is probably the best RPG to be found on the 8-bit system. Graphics and sound are far from hot, but the gameplay and story are extremely involving. ★★★

ECCO THE DOLPHIN

A masterful 8-bit conversion sees *Ecco* retain all the levels and playability of the original. Unfortunately, the haunting music doesn't quite come off on the tinny Master System sound chip, but ignore it or turn it down and you've got one of the best Master System games ever. ★★★★★

SPELLCASTER

A beginner's-level RPG that allows you to pick up and play with relative ease. Epic quest, with some arcade elements will suit those yet to play an RPG, or for those who finished *Ultima IV* and *Phantasy Star* and need another diversion. ★★★

the top five RPG games

Almost any of the games mentioned above could have been included here – but only five can be accorded the ultimate Megazone accolade. Each of these games is included because of its remarkable depth and originality of gameplay.

1. Landstalker

Hours and hours of fun for the whole family. Seriously. This game just sucks you in and doesn't let go until you finally complete it – which will take a very long time indeed.



▲ The isometric viewpoint means that initially control can be difficult, but, when mastery has been achieved, *Landstalker's* gamestyle propels it to the head of our list.

2. Shining Force

More of an RPG than *Landstalker* – this is true escapism. Be warned. Set an alarm clock or something because before you know it will be the next morning, and time for work or school.

3. Ecco the Dolphin

You don't even have to try and finish this game to enjoy it. It's like meditation – just swimming around doing amazing flips and acrobatics in the air.

4. Soleil

Not as polished as *Shining Force*, and way too cutesy for its own good, *Soleil* is redeemed by the sheer number of tasks that need to be performed to complete it. The combat is a little simplistic, but it really plays like a dream.

5. Story of Thor

Graphically sumptuous, this adventure/role-player has over 20 distinct levels to be mastered. Elements such as magic are added gradually in a gentle learning curve.



the trash can

It must say something for the time and effort that goes into producing a role-playing game that we couldn't fill up five slots in the infamous trash can. So anything that does make it must be particularly gruesome and should avoided at all cost.

1. Heroes of the Lance (Master System)

If the programmers had only spent a bit more time tweaking the gameplay, they could have made an even worse game. We kid you not.

2. Dragon Crystal

If your only fantasy in life is to appear in some macabre live version of an *Itchy & Scratchy* show, then this game is for you. It's about as much fun as stabbing yourself.

That's it – we couldn't find any more. We looked really hard. Honest. If you can find any other RPG turkey, then let us know. We might make you famous. Or not.

Glossary

Alot of people are put off role-playing games, intimidated by the amount of jargon used. To help those novices, we've prepared a quick guide to the terms you'll most often encounter. A test will be held after class.

Attributes

These define your character. The most common attributes are strength, intelligence, endurance and dexterity. Attributes differ from skills in that they describe personal strengths and weaknesses, rather than ability.

Character Class

In games where you control many characters, each character takes on a different role. These character classes define the gameplay strategy. Classes often include Warrior, Priest, Paladin, Sorcerer, Thief and Ranger.

Experience

As the character progresses through the game, killing monsters, solving puzzles and finding treasure, he or she is usually rewarded experience points. These points accumulate, until the next level of experience is achieved and the character

receives a boost to his attributes, skills, hit points and title. For example, a level one character might have the title of Novice. As he progresses through the quest, he might be promoted to Adventurer, Warrior, Knight and so on.

Hit Points

Almost every game features HPs (as hit points are known). These indicate the strength of your character. In most games, you die if HPs fall to zero – obviously, the more hit points your character has the better.

Inventory

All the stuff you find in your travels – magic potions, healing herbs, weapons, keys, interesting heroines' phone numbers, and so on. There's usually a limit to how many items you can carry at any one time, so prudent use of resources is often a key to success.

Magic

The key element to the fantasy world of an RPG is magic. The ability to cast spells of destruction and healing help create the element of escapism that differentiates a fantasy world from reality.

Race

The characters that inhabit the fantasy worlds of RPGs can belong to any of a number of races, such as Elves, Dwarfs, Half-elves, Goblins, Trolls, Ugly Brown Things with seven arms and a small donger, etc.

RPG

Role-playing game. Der...

Skills

These are the abilities of the character. Skills normally are rated as percentages, indicating how successful the character is when he uses a skill. Common skills include swordsmanship, lock picking, magic casting, map making, healing and talking your way out of a tight situation without losing face.

The Jewel/Sword/Sceptre/Stone of Light/Power/Lost Ark/Mitigating circumstances (delete as applicable)

The main point of almost every adventure is the fabled treasure that will rescue your people/save the land/kill the evil wizard... Normally found at the end of an epic quest and guarded by more thugs than stand around Michael Jackson.

HINTS & TIPS

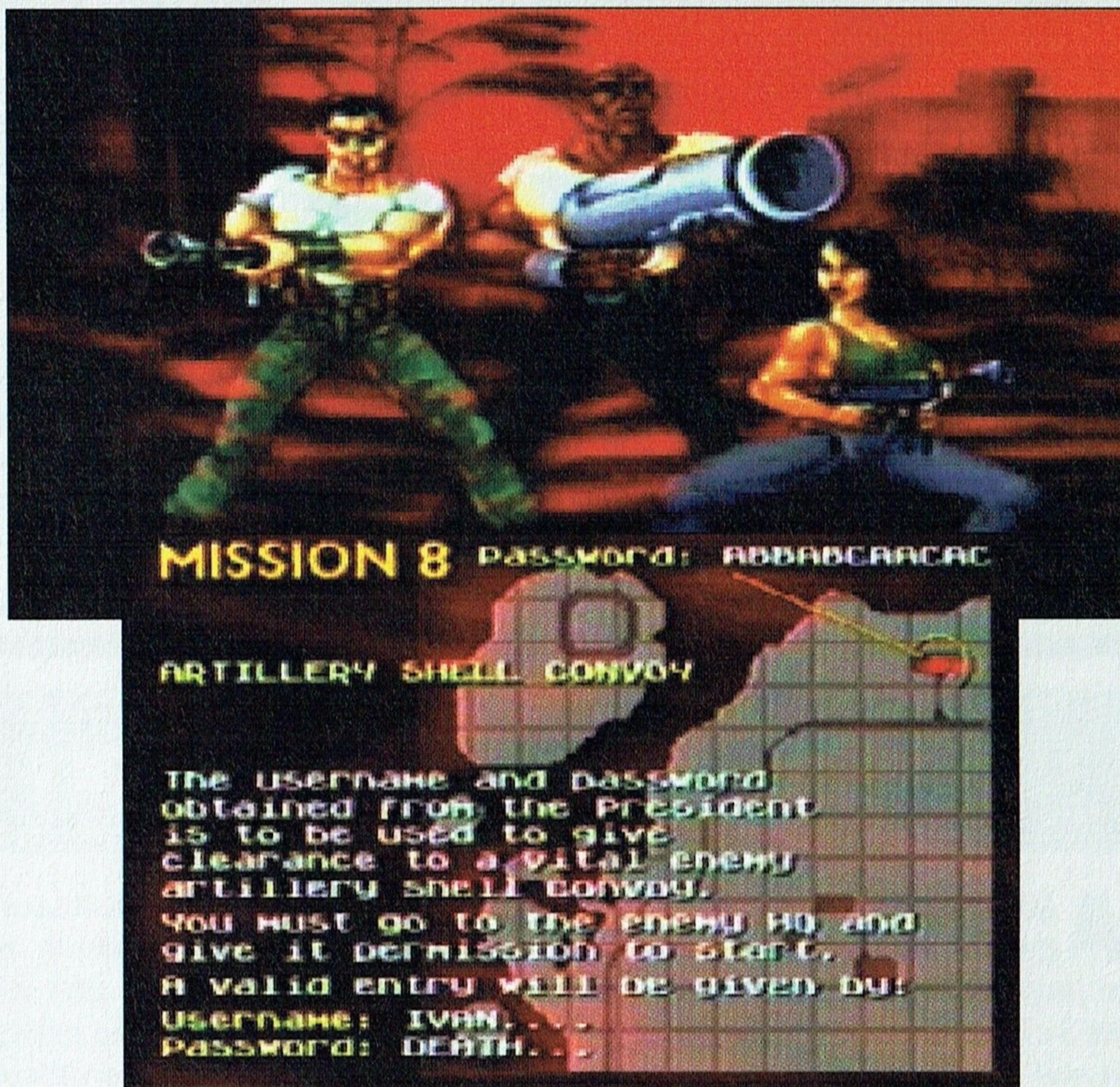
CHEAT OF THE MONTH

RED ZONE

MEGA DRIVE

Aaron Hooton aka Azza, from Seven Hills, NSW, helps us out with these handy passwords for *Red Zone*. Aaron has already won a Megazone subscription with a previous cheat, so we'll be sending him a mystery prize.

MISSION 1	ACC CBC ABB AB
MISSION 2	ABA CBC BCA BA
MISSION 3	ACC CBC ABB CA
MISSION 4	ABA CBC BCA CC
MISSION 5	BAA ABB BCC BB
MISSION 6	ABB ABC AAB CA
MISSION 7	BAA ABB CAA AA
MISSION 8	ABB ABC AAC AC
CHEAT MISSION 1	BAA BAA CBC BA
CHEAT MISSION 2	ABB BAB ACB BC
CHEAT MISSION 3	BAA BAA CBC AA
CHEAT MISSION 4	ABB BAB ACB AC
CHEAT MISSION 5	BAA CAA BAA CA
CHEAT MISSION 6	ABB CAA BAA BA
CHEAT MISSION 7	BAA CAA BAA BA
CHEAT MISSION 8	ABB CAA CAC BC
ASTEROIDS SUB-GAME	ABC ACA CBC AC

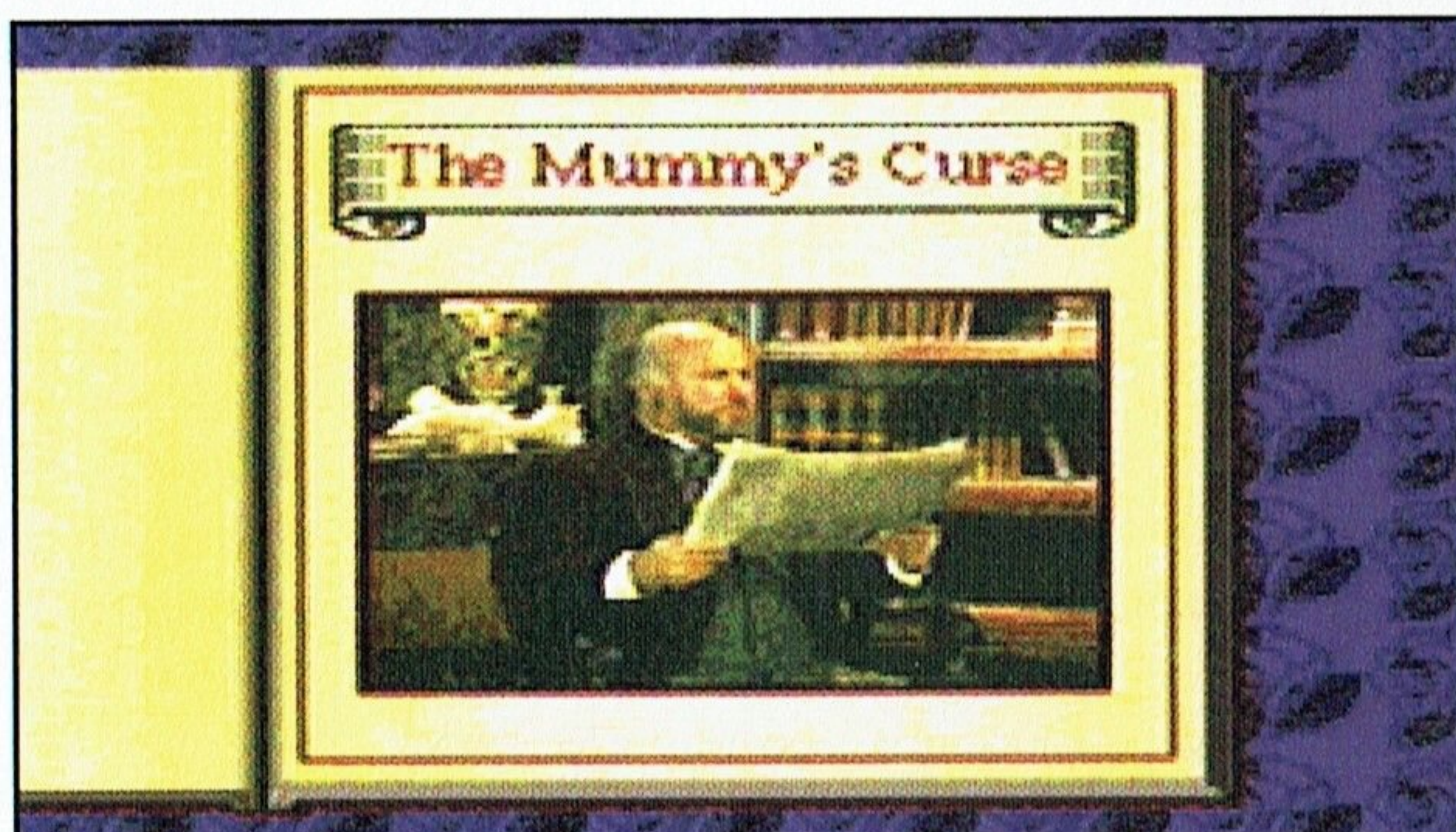


SHERLOCK HOLMES

MEGA-CD

To complete 'The Mummy's Curse' in just 28 moves, visit Henry Ellis; London University; Jardine, Matheson & Co. (found under Shipping Companies); and Andrew Weatherby. Now go to the court and answer questions with Philip Travis; B; Philip Travis; D; Philip Travis; and C. Do this and you'll have finished the case.

For the 'Mystified Murderess' case, interview Sir Frances Clarendon; Edward Hall; Halliday's Hotel; S. Goff (look under 'S'); Porky Shinwell and Dr. Percy Trevelyan. Then go to court and answer questions with Loretta Nolan – C then B; Guy Clarendon – B. You will have solved this case in roughly 44 moves.



▲ *Mummy's Curse* – "You're a horrible little snotty-nosed brat, son."

SHADOW OF THE BEAST

MASTER SYSTEM

At the start of the level three, drop a coin down the well to be rewarded with an extra life.

JET PACK – You'll find the Jet Pack and Mask outside the entrance to level five. Put them on before entering the next room, otherwise it's instant death.

SQUARE WHITE KEY – You'll find a key at the top-left corner of level two. This key unlocks the door to the castle.

ROUND WHITE KEY – This doesn't have any use at all.

HIGH JUMP POTION – Use this potion to destroy the end of level four. You will also need to have a gun to fight the 'it' as well.

MEGA BOMBERMAN

MEGA DRIVE

Here are all the passwords to *Mega Bomberman*, courtesy of **Steven of Nerang, QLD**.

JAMMIN' JUNGLE

Level 1	2200
Level 2	6800
Level 3	5120
Boss	7420

VEXIN' VOLCANO

Level 1	4501
Level 2	8111
Level 3	7421
Level 4	1051
Boss	351

SPLASHY SEA

Level 1	4502
---------	------

Level 2	8112
Level 3	7422
Level 4	1052
Boss	3352

CRANKIN' CASTLE

Level 1	6803
Level 2	0513
Level 3	9723
Level 4	3353
Boss	653

THRASHIN' TUNDRA

Level 1	8114
Level 2	2814
Level 3	1134
Level 4	5654
Boss	7954
Final stage	0515

AERO THE ACROBAT 2

MEGA DRIVE

Go to the sound test and play sounds 8, 4, 19, 71 (press button A to play the sounds). The screen should flash. Exit the options screen and start the game. Then pause and press Down, A and C together. Hold these buttons down until the level select appears.



▲ Play the right sounds...



▲ ...for this level select cheat.

BUBBLE AND SQUEAK

MEGA DRIVE

Here's a cheat from **Erial C** from **Summer Hill** in **NSW**.

Stardust Caverns 3	RQCRQBPT
Neverglades 2	NHHDHHBH
Diamond Foundary 3	QDFLLMMP
Neverglades 5	NNBNNDYY
Diamond Foundary 4	MNLLMNNL
Sandcastle 1	WTSFFHGW
Neon City 1	PPGDMPFP
Desert 4	SDFSDFPH
Neon City 3	RGMSPSDY



▲ Bubble. And Squeak. Doing what they do best – bubbling and squeaking.

ACTION REPLAY PRO CODES

The following codes were sent in by **Philip Campbell** of **Lenah Valley, TAS**. They are hot!

POWER DRIVE

MEGA DRIVE

FF01C50005 – To get the timer to stop.

SONIC 3

MEGA DRIVE

FFB02B0031 – For infinite fire and electric shields.

ZERO TOLERANCE

MEGA DRIVE

FF0DE50040 – Infinite energy
FF10400006 – Infinite weapons
FF10390006 – Infinite mines

ROAD RASH 3

MEGA DRIVE

FF746F0FFF – Plenty of money
FF7461000X & FF7463000X – Level select. Select levels 1 to 6 by entering the corresponding number for the 'X'.

EARTHWORM JIM

MEGA DRIVE

FFFED0001 – Infinite Plasma, but you need to collect one plasma to make it work.

NBA JAM TOURNAMENT EDITION

MEGA DRIVE

FF21550001 – For hot spots in tournament mode.

BUBSY II

MEGA DRIVE

On the title screen, enter one of the following combinations:

All levels completed	Up, A, A, A and Down
Half gravity	Up, C, C, C and Down
Invincibility	C, A, B, C, Up and Down
Rubber walls	B, A, B and C
50 lives	B, Up, B, B and A
99 ballzookas	B, A, Left and Left
99 diving suits	B, Left, Up and B
99 portable holes	Right, Up, B and B
99 smart bombs	C, C, C, Up, Down and C



▲ Bubsy at rest.

▼ Bubsy at play.





GAME GENIE CODES

MORTAL KOMBAT II

MEGA DRIVE

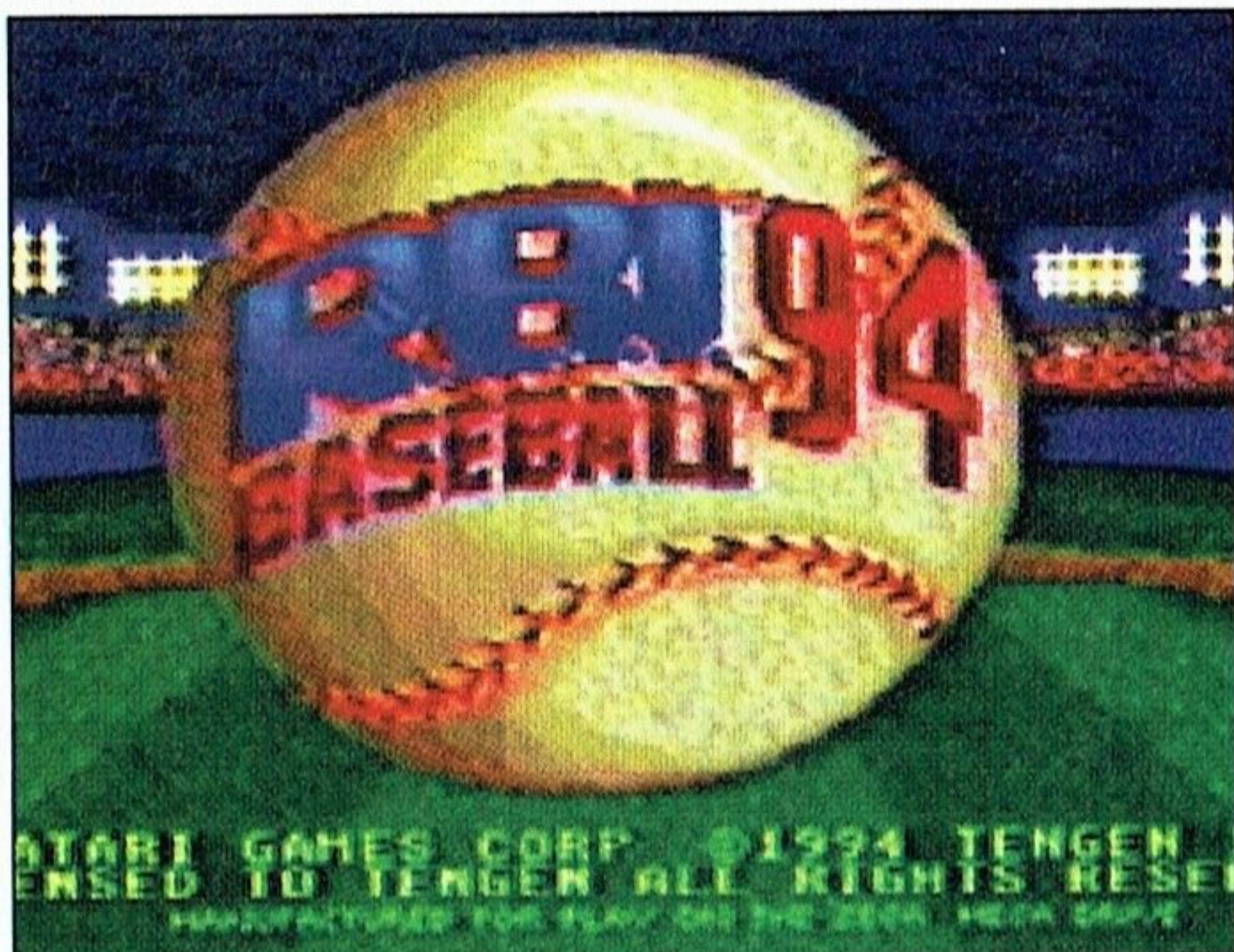
From **Malcolm Rock** of **Fremantle, WA**, here are some codes for the bosses and hidden characters. After entering the codes, begin the game as player two. You should now be using the player you have chosen. There are some different moves for these characters, for example, Shao Khan and Kintaro have chest slams. During the game, don't press the D-pad down or press any button while you are in mid-air. For the other players, never use the Low Kick button, otherwise the game will freeze.

Shao Khan	BOMT BE76
Kintaro	BWMT BE76
Jade	CCMT BE76
Smoke	B4MT BE76
Noob Saibot	B8MT BE76

RBI BASEBALL '94

MEGA DRIVE

Go to the password screen and enter 'RBI BASEBALL94' – a hidden message comes up. This also gives you a special passcode.



▲ What does RBI stand for, anyway? Really boring innings?

COSMIC SPACEHEAD

MEGA DRIVE

Matthew Newman of **Cranbourne, VIC**, sends in the following passwords and a hint to help those of you having problems with this game:

- Level 2** – YSZE TEEA FEWI LZIA MS6P
- Level 3** – BHZE TEWW DEWI MS69
- Level 4** – CAZE TEWA DEWI ELIA MS9H
- Level 5** – YSQB TEEA KEWI LQIA MS9R
- Level 6** – YSQB TEEA KJWI LQIA M76D
- Level 7** – Y7QB XEEE KJWI LQIA M76D
- Level 8** – DGHF CFE6 WWLW LRW8 IM6H

In the game, try to pick up the Lino Town telekey and coin. Head left to Cape Carnival. Use the coin in the Luk-E-Day machine and talk

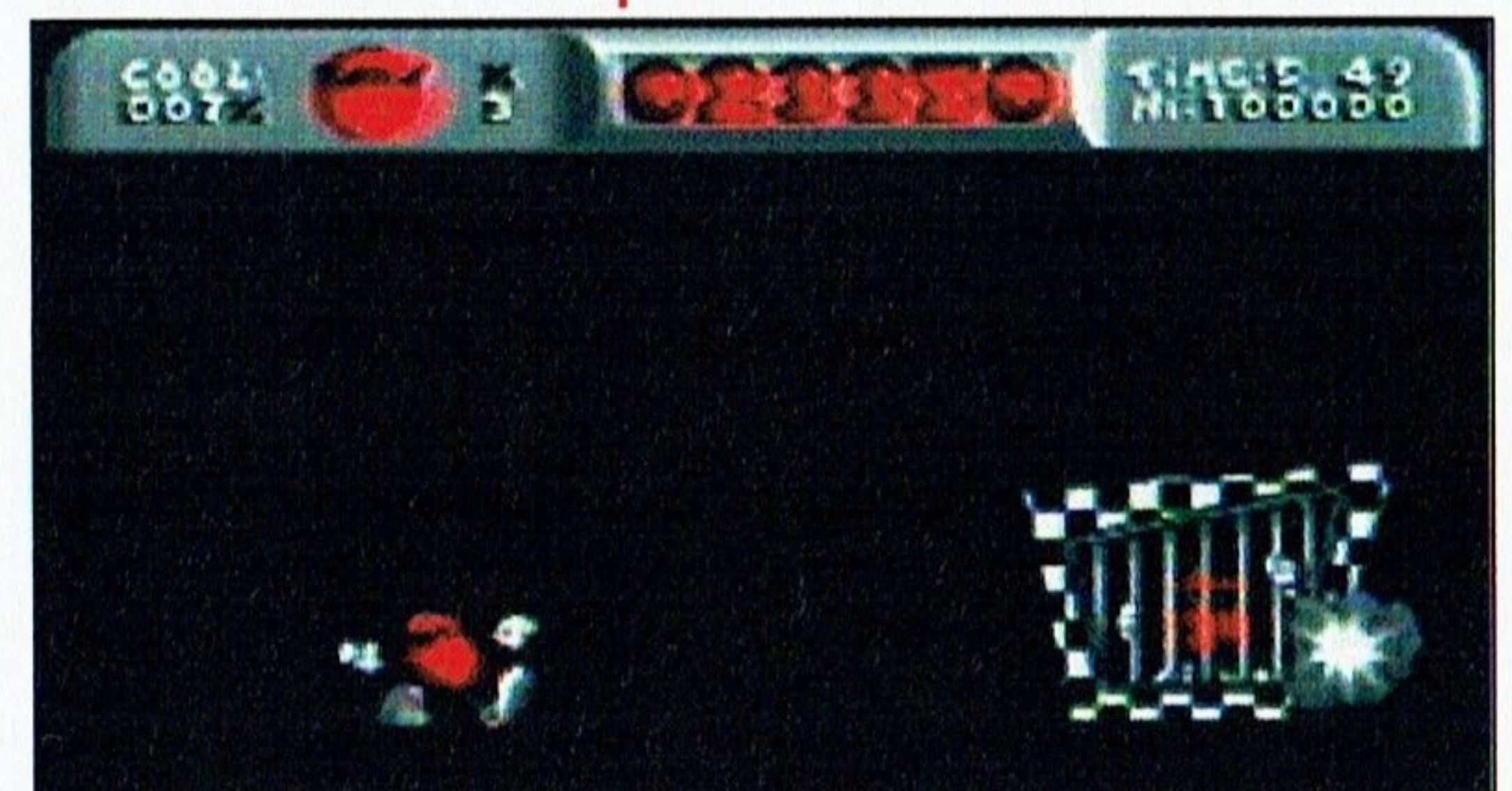
to the attendant. Don't pick up the password, but go right to Old Lino Town and use the door. Talk to the enquiries office, then use the letter in the mailbox. Talk to the lost property office. Now use your money in the photo booth. Talk to the enquiries office and leave. Head right through another platform and give the helium balloon to the monster in the wilderness. Go back to Old Lino Town and use the exit at the south. At the end of this next section you will be at the border. Talk to the passport official, then go left to Formica City. Pick up the Formica telekey and use the Lino Town telekey in the teleporter. You should be glowing, so quickly go to the Enquiries Office. Read the letter from Linograd, then go left to Cape Carnival and use the secret tunnel. That's it!

COOL SPOT

MEGA DRIVE

Pause the game and press A, B, C, B, A, C, A, B, C, B, A and C, for a level skip (or go to Options and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C and C).

For invulnerability, press A + B + C when your score is being added.



▲ Cool spot in a tight spot.

MORTAL KOMBAT

MEGA DRIVE

Reptilian Sonya

Nic Cubrilovic of **Karahooka, NSW**, has sent in this cheat to select a hidden reptilian Sonya character. At the title enter Down, Up, Left, Left, A, Right and Down, then set the Plan base to 4. Switch on the flags 0, 2, 5 and 6. Set the first map to Warrior Shrine. Start the game and choose any character other than Sonya. Don't call up Reptile at the Pit Stage, instead call him up at Second Endurance 1. Perform a double flawless and do your fatality and fight Reptile. Hit him once and you should now be fighting a hidden Sonya character.

MAZIN WARS

MEGA DRIVE

This game is also known as *Mazin Saga*. To get to fight the end-of-level bosses, go to the sound test and select the following sounds:

Music test 18 and sound effect 72. Then go to the title screen, hold A + B + C and press Start.

BACK TO THE FUTURE

MASTER SYSTEM

Anonymous from **Rotorua, NZ**, sends in a level select. Pause during the game and press Up then Down.

SKITCHIN'

MEGA DRIVE

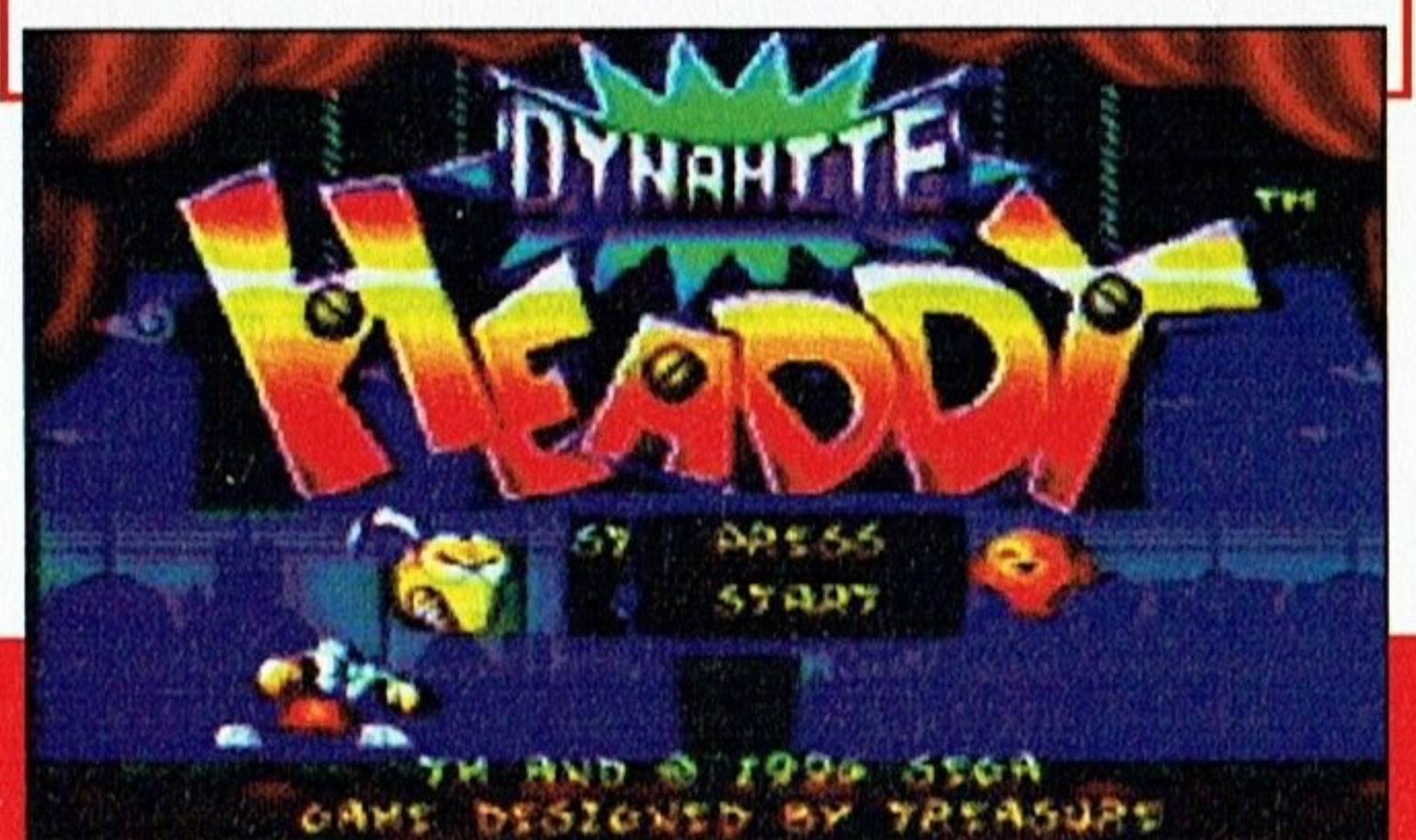
At the intro screen, press B, A, Down, A, Start and Start to access a cheat. Then go to the password screen and enter:

MONEY	For \$2000
HILLS	To go to San Francisco
THRASH	For a bat, stun rod and whip
STARS	To go to Los Angeles
SPEED	For three nitros
CAPITAL	To go to Washington
ARMOUR	For pro equipment
JAYS	To go to Toronto
TOTEM	To go to Vancouver
CARS	To go to Detroit
BRONCOS	To go to Denver
PIZZA	To go to Chicago
BEACH	To go to San Diego
PALMS	To go to Miami
AIRPORT	To go to Seattle
LIBERTY	To go to New York

DYNAMITE HEADDY

MEGA DRIVE

Michael Simpson of **Yeppoon, QLD**, sends in a cheat to see the game animation. At the start on the title screen, highlight 'Options'. Now press B, A, B, C, B and Start.



WONDERBOY IN MONSTERWORLD

MEGA DRIVE/MASTER SYSTEM

In Purapril, save your game and then buy the Knight Sword. Go to the left of the inn and continue down the platforms until you reach the bottom. Go to the left to find the woods. When you get there, have your Knight Sword equipped. Go left, heading left until you have reached Lilypad. This is the Dwarf village.

In Lilypad, buy the necessary weapons and save the game. You now have to save the little dwarf child. Head left until you find him. He'll be tied up on some vines and there will be monsters below him. To defeat them, duck down and continuously hit their feet. After you have defeated them, the dwarf child will be released. Go back to Lilypad and talk to the little girl. She will tell you to take her little brother (the child you have just saved) with you. You will need the child to help you get past some areas in the monster's cave. Go to the right and place the dwarf child directly in front of the cave door. He will open it for you.

When you get to the monster's cave, go left until you reach the grey torch. Stand on it to open the door. Go through the door and kill the bat to switch all the lights on. Now go back out and down the ladder. Be careful of the boulder that comes at you. To avoid it, let it come at you until you reach the ladder with the big hole beneath it. Go to the platform on the bottom right, and you'll have escaped the boulder.

Head to the right and up the next two ladders. Go right, up the next ladder and then go to the left. Keep going left until you reach a grey switch. Step on it, go back to the right then down. You should see a grey wall. Break through the wall and proceed slowly and cautiously, until the dwarf child opens a secret room. Go in and open the chest. The chest contains a heart. Go to the right. The floor should start to collapse. Drop down to the bottom platform and go all the way to the left, then down the ladder and left. When you reach the big ladder, jump on it and go to the top, then jump to the left to land on the platform. Drop down to the bottom and climb the ladder on the left (be careful of the fire arrows). When you reach the top, go through the door and go all the way to the right. Jump on the small blue platform and go to the top. Next, jump on the moving platform and let it carry you to the right. Jump on the little brick floor – it will take you to the bottom and you'll land on a switch. Now go back to the top, remove the grey wall and keep going right, jumping across the platforms. Get the chest, go to the left onto the blue platforms, then go back to the top. Go right and jump across the platforms towards the right, until you reach the next set of blue platforms. Don't jump on them – instead take the bottom route. If you need to save your game, exit at the top door and go back to the village. If you choose this route, you'll have start again from the beginning. Take the bottom route to continue. Drop down the hole and go to the left

until you reach the steps. When you get to the top of the steps, the staircase will collapse. Go to the left – the little boy will open a secret room for you. Go in and open the chest. Leave the room and head to the right. Avoid the arrows, and step on the switch to open the door on the right. Go in the next room. There are four switches on the wall. The correct order you need to jump on these switches to get to the next area is: second switch, then the third, then the first switch and then the fourth. You have to do this starting from the left side. The floor on the far right should open up. Jump into the hole to fight the bosses Cragg and Clagg.

To defeat Cragg and Clagg, make sure you have the Knight Sword and the Shell Shield (if you have it) equipped. Stay on the middle platform and wait for the boulders to roll past you. Jump down to the left and attack the statue. Then jump back onto the platform. Repeat this until you defeat it. Use the same tactics to defeat the right statue.

After defeating Cragg and Clagg, you will receive the trident. Enter the door to exit to the village. You don't need to do anything in this village, so go to the tree stump – you'll end up at the village of Purapril. Save your game at the inn. Next, equip your trident and go underwater to find the Pygmy items.

To find the Pygmy armour, look under the bridge just before Alsedo. Equip your trident and head all the way to the left from the inn at Purapril, till you exit the castle. After leaving the castle, head right until you reach the bridge with the chest underneath. Keep going past the bridge towards the right, until you reach the next water section. Jump in and go left to search for the Pygmy armour. It is quite hard to get to it, because there are

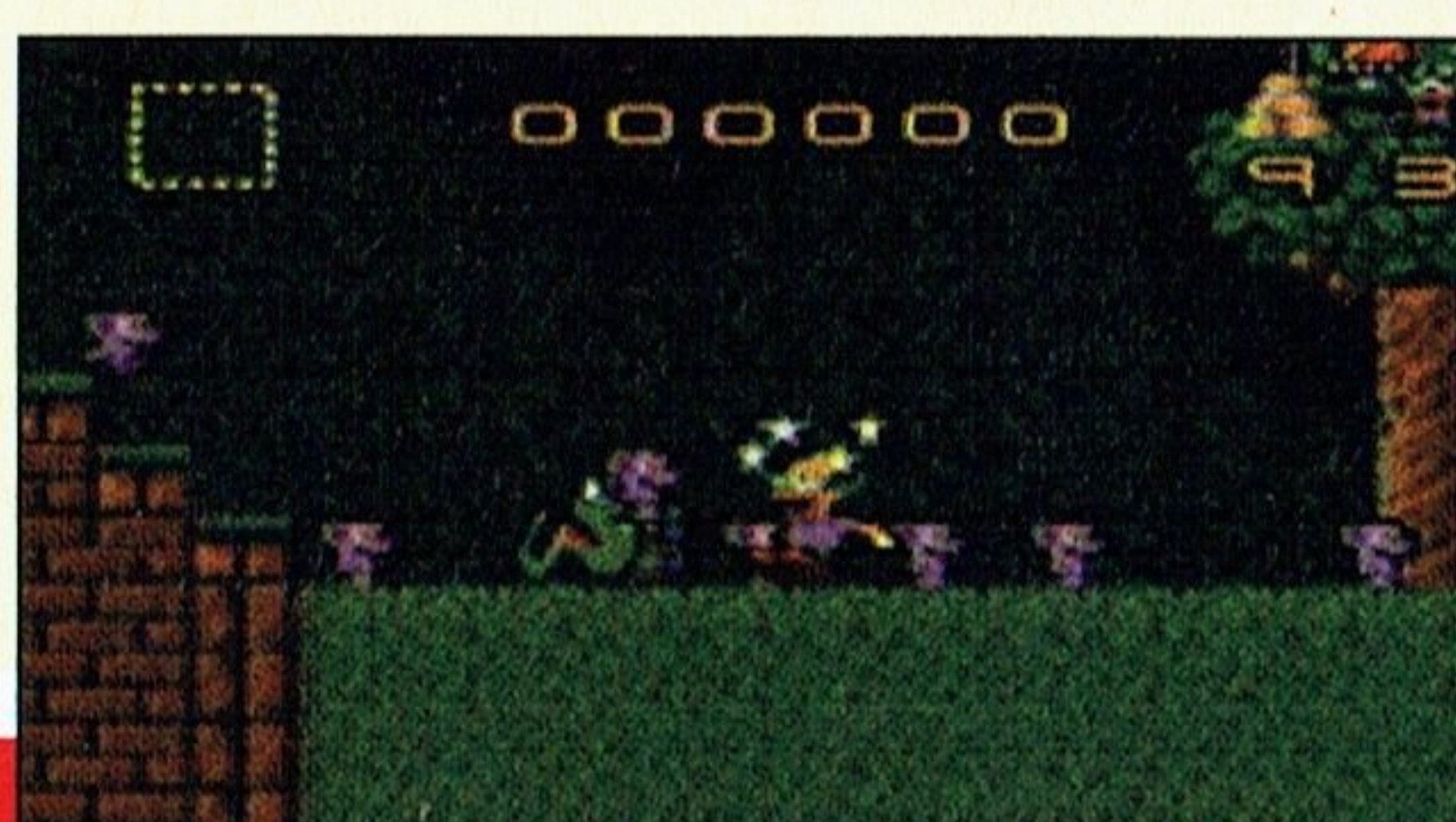
KRUSTY'S SUPER FUN HOUSE

MEGA DRIVE

Here are some passwords sent in by **Stephen Ascic** of **St Marys, NSW**.

Level 1	HI KIDS (with a space in between)
Level 2	WHOAMAMA
Level 3	FLANDERS
Level 4	BROCKMAN
Level 5	SIDESHOW

Enter SMAILLIW to open all doors and get unlimited life.



many walls blocking the way, but persistence will pay off.

To find the Pygmy sword, equip your trident again and go to the tower to the left of the inn at Purapril. Go through the bottom door, then go right and jump into the first body of water you see. Keep going right, avoiding the red spiked balls, until you reach the next screen. Swim to the top and try to land on the green platform. Then go all the way to the left until you reach the chest with the Pygmy sword.

The rest of the Pygmy items are found later in the game in other sections.

HEY
slug breath,
KISS this!

The sun is shining, birds are singing and you've been staring at a TV screen for hours. Good on ya. Now stand up and be counted – share your hints and tips with the world. Or at least Australasia. The best tip o' the month is worth a year's Megazones. So get to it.

Help us help you. Or else.

1. Please, please write in a language closely resembling English. And number any steps clearly.

2. We've ruined our eyes playing with our, erm, Mega Drives so use very neat handwriting. Or even better, type it out.

3. Test it on someone thick. If they can understand what you're on about, send it to:

HINTS AND TIPS,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.

DEAR
julie...



Don't call us...

We simply don't have the time to help out with gaming problems, so if you're stuck, try giving these numbers a buzz. The Sega Hotline has codes for most Sega releases. The number is 1902 555 444.

If it's an Electronic Arts game you're having trouble with, the EA Hotline is on 1902 262 062.

Calls are charged at 95 cents a minute, so you might want to make it snappy.

YOU'RE DROPPED

Dear Jules,

I just thought I'd tell you how good you really are and how great your tips are. They really help me and me mates whenever we're stuck. What I really wanted to know is whether you are really a guy, 'cos a girl just can't play games. Ask me, my girlfriend is an idiot. Anyway I'm thinking of dropping her 'cos me friends don't like her much. By the way, you got a cheat for *Discworld*?

Os Dundee, Alice Springs

*You're a sexist scumbag! I can't believe a jerk like you could exist. Well, actually, I do believe it now. And yes, I am a girl. And so is Agatha, if you happen to be wearing glasses and glance down at those Polaroid shots in front of your nose. I reckon your girlfriend should drop you, mate. You wanted a cheat for *Discworld*? Well, I can't give you one. It's not because you're a jerk, it's because this is a Sega-only magazine, and that means no PC stuff. Reckon the sun has melted your brain...*

DO ANYTHING STUPID

Dear Julie,

I was wondering if you had anything for *Batman Returns* on the Mega Drive. I don't really care if it's stupid, anything will do. Please?

Adam and Amy Shaw, WA

Did you say anything? Well, I can give you some hints – hopefully they will help you. In the game, try to save all your special items for the bosses. Most of the time, you'll need to look around, searching for any secret passages for those hidden items. If you are having a hard time trying to defeat Catwoman, throw your batarang at her. Once it hits her, quickly jump-kick her, then move back and repeat the attack.

Agatha's gone on to pastures new, ie designing Megazone, so there's a new agony aunt on the block. Her name's Julie, and you may have already spoken to her on the Sega Hotline, where she hangs out.



GREEDY BUGGER

Dear Julie,

Do you know any cheats for *Subterrania* on the Mega Drive? Also, do you know the debug mode for *Global Gladiators* and the cheat to access stages on *Sonic & Knuckles*? Also, is there a level select, level skip, debug mode or some sort of Super Sonic or Super Knuckles code?

Nathan Reeves, Faulconbridge, NSW

*Whoa there! Slow down, kid. You're running off like one of those Japanese bullet trains. Unfortunately, there is no cheat for *Subterrania* or *Sonic & Knuckles* – you really have to play through the whole game. Sucked in. I can help you with *Global Gladiators*, though. During the game, press pause then B, C, B, A, B, B, C, B, A and B for a level skip. For infinite lives and energy, press A, B, C, B, A, C, A, B, C, B, A and C at the Virgin logo – you should see a message confirming that the cheat code is successful.*

NOT SONIC AGAIN?

Dear Julie,

Do you have any cheats or level selects for *Sonic 2* on the Master System? Thanks.

Grant Connolly, Loganholme, QLD

I sure do have a level select for this game, but you need two control pads to do this cheat. When you turn on the machine, hold down Left + buttons 1 + 2 on the second control pad. When you see Sonic chasing Robotnik, let go of all the buttons, then press button 1 on the first control pad to start the game. A list of all the zones should appear.



LOVE AND MITHRIL

Dear Jules,

I would love you to death if you could help me with these questions:

1. I was wondering if you could help me with *Shining Force* 2. Could you please tell me what Chester's promotional item is – I had a very hard time trying to locate it. If I get it, can the others be promoted with it?
2. Could you also please tell me what the maximum amount of mithril is, and where they are located?
3. Are there other types of weapons that you could make from the mithril?

Eiluj, NSW

You may love me to death only if you are Keanu Reeves. You're not, so tough luck. But I can still help you with your questions.

1. You're definitely right on that account, Chester's promotional item was the most obscure and difficult to find. It is located in Pacalon castle, near the Throne Room. Where the blue rug starts, stand on the right side and walk south to the wall and press button C and voilà! You have now received the Pegasus Wings. It's not limited to Chester – you can promote any Knight with it as long as they're level 20. Same goes for the other promotional items.

2. The total amount of mithril that you can obtain is 14. They are located in the following order:

Behind the Tower at Granseal.

Next to the shrine south of Granseal

In the north wall under the prison cell in Galam castle.

In the large crevice after the earthquake in Granseal.

In the centre of the sandbox in Ribble.

In the chest outside the fence in Hassan.

In a barrel on the pier in Hassan.

In a chest in the hidden Elven Village.

In the cave that leads to Creed's Mansion. Found in the lowest screen on the right.

In an recess in the wall of mountains east of Creed's Mansion.

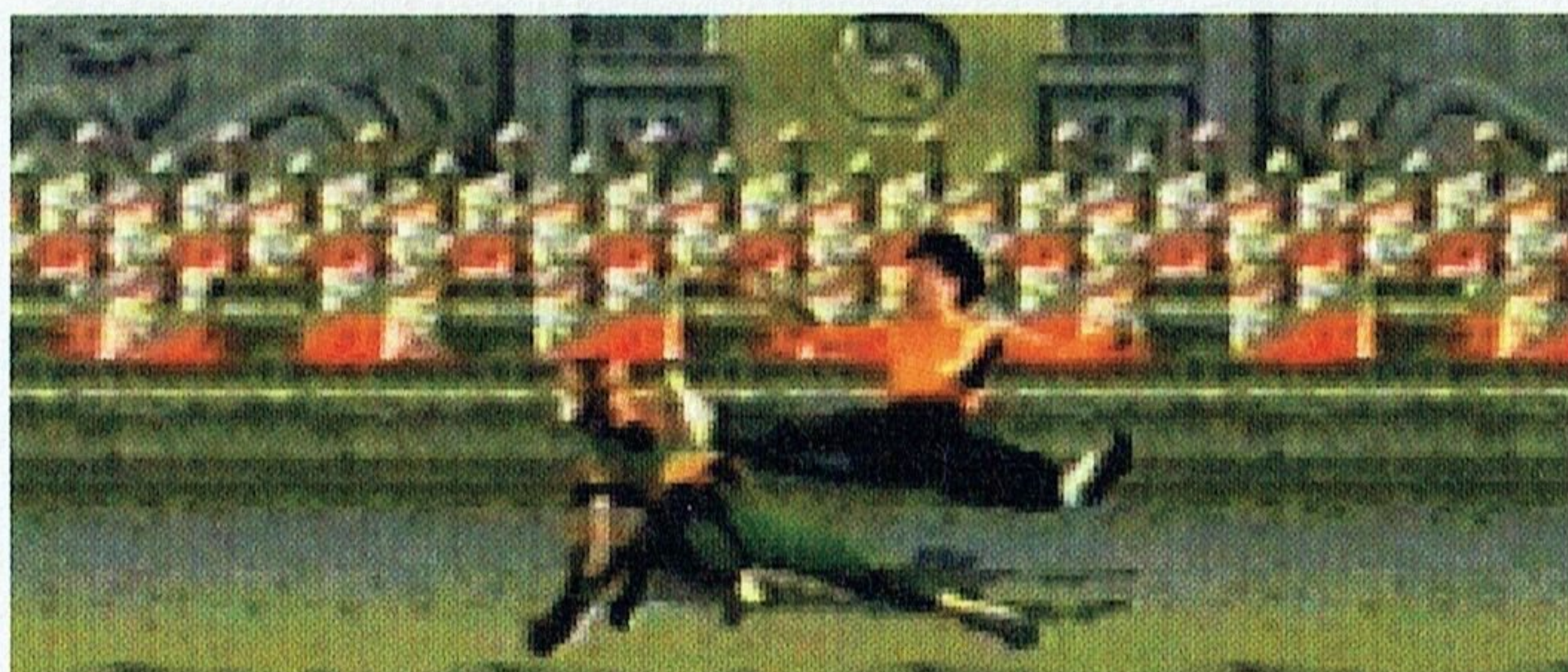
In the Pacalon Castle dungeon.

Found near the north tip of the mountains east of Moun's Gate.

Found in the chest of Mitula's shrine.

Chest in the trees in front of the monastery on Grans.

3. The other types of weapons are the: Critical Sword, Battle Sword, Counter Sword, Heat Axe, Atlas Axe, Ground Axe, Rune Axe, Gisarme, Katana, Ninja Katana, Supply Staff, Holy Staff, Great Rod, Mystery Staff, Mage Staff, Freeze Staff, Wish Staff, Goddess Staff, Halberd, Holy Lance, Mist Javelin, Valkyrie, Mist Knuckles, Giant Knuckles, Nazca Cannon, Buster Shot, Hyper Cannon and the Levanter. Some of these items you can buy from shops.



DER, I DON'T GET IT

Dear Julie,

1. In the *Landstalker* solution, part one, the section in which you enter the house in the really huge town, and go to the second-to-the-last door in the riddle section, was not explained very well. Could you please tell me what I have to do in the room that reads, "Jimmy liked to read by a light, that's how he got so bright". I tried placing the sensor near the wall lights. Then I jumped on it, and a bear came down and tried to kill me.

2. In *Rocket Knight Adventures*, I can't get the level-select cheat to work. Could you please explain it to me button-by-button?

Sean, Grange, SA

1. Actually, you nearly got it right there. What you really need to do is place the sensor near either of those two torches, then step on it. The torch lights will go out.

2. For *Rocket Knight*, you need to press Up then Down five times, Left two times and Right four times at the Konami logo.



YOU WISH

Dear Julie,

I'm getting *MK III* for my birthday and I was wondering if you knew any cheats, fatalities, babalities, animalities, mercies, moves or friendships.

Joshua Neil, WA

Well, happy bloody birthday, Joshua. But just when are you getting *Mortal Kombat III*? *MK III* isn't due for a Sega release until next year. The Sony PlayStation that is due to be released in Australia is rumoured to have *MK III* packed with it, and that hasn't been released at the time of writing. The only available version is on the arcade machines. So my conclusion must be that you are very rich and that you've got an arcade machine at home. Which means no Sega cheats for a while, buster.

WHAT THE HEY?

Dear Julie,

Could you please tell me the vitalities for *Mortal Kombat II*?

The Maestro

Is that vitalities as in innards, guts and gore? Unfortunately, there is no such cheat in *Mortal Kombat II*, as there is already blood in this game. What I can give you is a cheat that allows you unlimited energy. Go into the options screen, leave the cursor on the words 'Done', then press Left, Down, Left, Right, Down, Right, Left, Left, Right and Right. This will give you an extra option called 'Test Codes', where you can have no damage done to player one.

MASCOT MYSTERY

Hi, Julie,

Could you please, please, please tell me who the team mascots are for *NBA Jam Tournament Edition*, and who the other thirty or so guys are, and what possible connection they could have with this game?

Jesse R, NSW

Yup, I sure can help you with this. The characters range from basketball players to game developers.

Most of the time the characters have nothing to do with this game, they were just put in there just for the heck of it.

The following are the team mascots – Benny (Chicago Bulls), Hugo (Charlotte Hornets), Gorilla (Phoenix Suns) and Crunch (Minnesota Timberwolves).

Kid Silk, Scooter Pie, Moosekat, Chow Chow, Weasel, Brutah, Kabuki, Facime, Jay Moon, Steve Snake, Jason Falcus and Mad Mike Muskett are the guys from the developers Acclaim and Iguana.

Mark Turmell, Jamie Rivett, Sal Divita, Shawn Liptak, Tony Goskie and John Carlton are from the developers Williams and Midway.

Then there's the US Prez and his wife – Bill Clinton and Hillary Clinton.

The royalties are Prince Charles and the Fresh Prince.

Mike D, MCA and Adrock from the Beastie Boys.

Randall Cunningham plays football.

Blaze's full name is Carol Blazekowski and I don't have a clue who she is.

Heavy D is a rap star. Jazzy Jeff and Frank Thomas are from those music clips or something.

Larry Bird is an actual basketball player and that's it!



ROARING AT MONKEYS

Dear Jules,

I'm stuck at level two of the Mega Drive game *The Lion King*. I come up to this bit that says 'Roar at the Monkeys'. There are these weird monkeys that are either pink or purple. I try roaring at the monkeys, but nothing happens – they just hang on to the tree. I just can't seem to scare them off. What could be wrong? Could you please give me a hint on how to get out of this level?

PK Boy

Drongo Boy, you are going about it in the wrong way. The aim of this part of the game is to roar at the pink monkeys, turning them around so that they can help throw you out of the stage. This is how you really should do it:

Roar at the first pink monkey that you come across. Then jump on the first rhino. He'll toss you to the right over the water. Next, roar at the pink monkey and go back across the water towards the left, using the logs to cross. Once you're back on the left island, jump on the first rhino again and he'll toss you to the top-left pink monkey. Roar at it, then go down and roar at the bottom pink monkey. Jump on the first rhino and he'll toss you to the monkeys. They will throw you out of the level. There you go. Phew!



SICK, DESPERATE, NO CLOTHES?

Dear Julie,

I want help. I am simply stuck in *True Lies* – I'm always running out of lives or ammo. Is there anything that could help me with this? I've been sick and I haven't bought clothes in ages. I am really desperate. Please help me!

DH, Waverely, NSW

Well let me see, hmm... I suppose I could say no and tell you to get a life, but seeing you're in such a predicament, I'll help you out. But I don't see what clothes have to do with this. Firstly go to the password screen. Enter BGLVS for infinite lives or BGWPNS to get all the weapons and full ammo. BGGRLY gives ol' Arnie the Austrian oak infinite energy.

STUCK BETWEEN A ROCK AND A SANDY PLACE

Dear Julie,

I have a few problems at the moment, and you are the only one who could solve one of these problems. Could you please help me out with *Dune II: Battle of Arrakis*? I need the passwords to Atreides, Ordos and Harkonnen. Thanks!

Jason B

No problems. Ha ha...

ATREIDES

Level 2	DIPLOMATIC
Level 3	SPICEDANCE
Level 4	ETERNALSUN
Level 5	DEFTHUNTER
Level 6	FAIRMENTAT
Level 7	ASHLIKENNY
Level 8	SONICBLAST
Level 9	DUNERUNNER

ORDOS

Level 2	DOMINATION
Level 3	SPICESABRE
Level 4	ARRAKISSUN
Level 5	COLDHUNTER
Level 6	WILYMENTAT
Level 7	SLYMELANIE
Level 8	STEALTHWAR
Level 9	POWERCRUSH

HARKONNEN

Level 2	DEMOLITION
Level 3	SPICESATYR
Level 4	BURNINGSUN
Level 5	DARKHUNTER
Level 6	EVILMENTAT
Level 7	ITSJOEBWAN
Level 8	DEVASTATOR
Level 9	DEATHRULER

BLOOD AND MORE BLOOD

Dear Julie,

I've got a really hot game called *Mortal Kombat I* on the Master System and I don't know any fatalities. Could you please tell me them all?

What? Another MK freak? Haven't we heard the last of this? Okay, okay, here's how you do it...

Sub Zero	Forward, Down, Forward + 1
Johnny Cage	Forward, Forward, Forward + 1
Rayden	Forward, Back, Back, Back + 1
Scorpion	Back, 1, U, U
Sonya Blade	Forward, Forward, Back, Back
Liu Kang	Back, Back, Down

BALLS

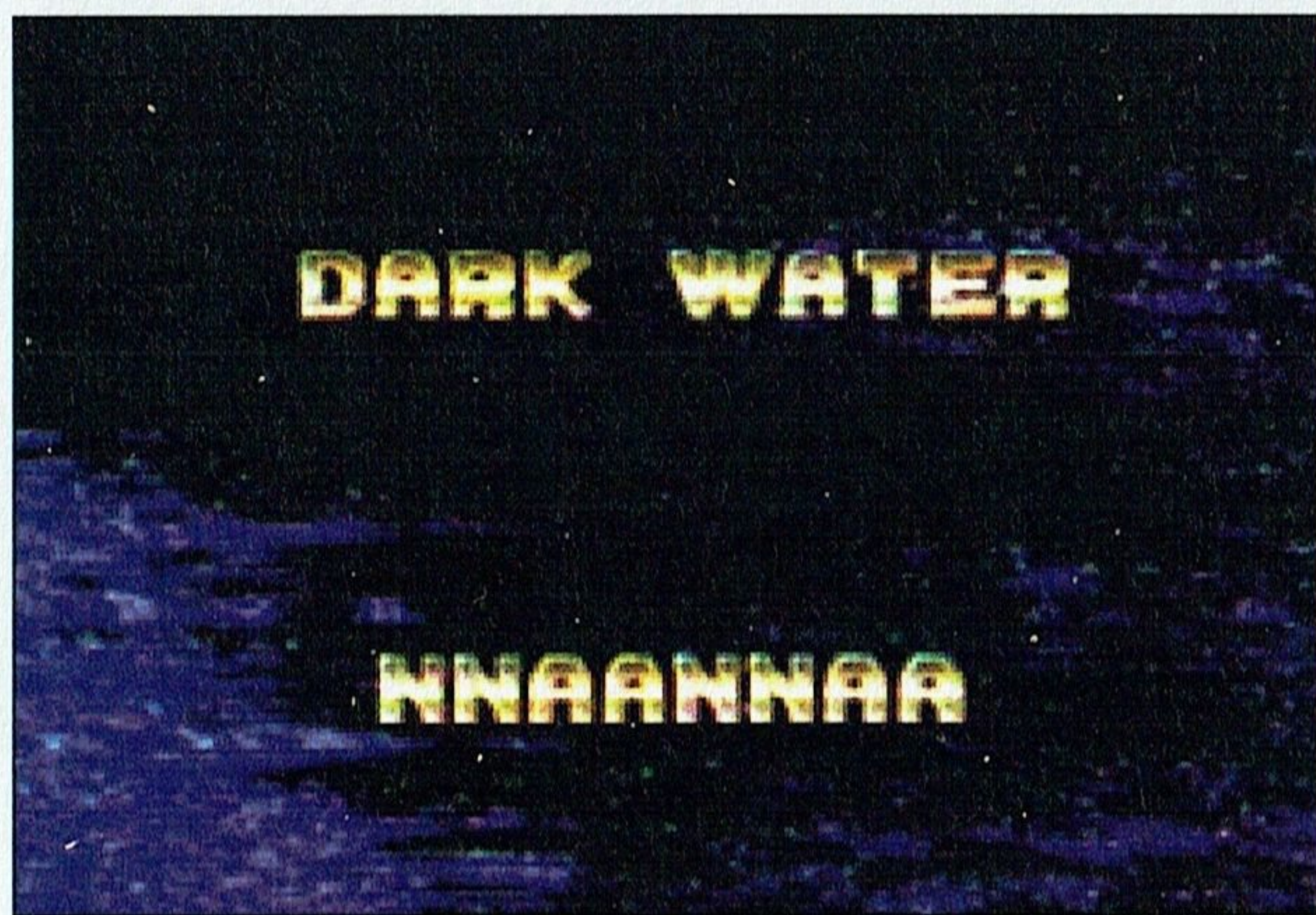
Dear Julie,

I'm playing *Ecco the Dolphin*, and having problems in the stage Dark Water, where there's a heap of multi-coloured balls. I don't know what to do. I'm just stuck in this place. Please help me, I'm out of hair to pull.

Worrywart

Worry no more! Your plaintive cry has touched me. To save you from going bald, I'll tell you exactly what you need to do. Simply attack spheres of the same colour. Attack, for example, a brown sphere until it flashes. Then hit the next brown sphere and the next until you have attacked all of them. Make sure you only hit spheres of the same colour, otherwise you'll need to repeat the process again. You have to be quick, otherwise the lightning will zap you and you'll lose a life. After this, the Asterite should take you to another stage.

If you're still having problems, Ashley & Martin's hair replacement therapy is recommended.



IT'S A SECRET

Dear Julie,

Do you have any cheats for *Secret Commando* or *Global Defense* on the Master System? If you do, could you please tell me?

Heidi Haigh, Managantang, VIC

Yes, there are cheats for these games. For *Secret Commando*, you'll need two control pads. Hold down buttons 1 + 2 on both control pads and continually press Left and Right on control pad one for a continue option in the game over screen. This cheat only works after level three.

Global Defense is much easier if you use two control pads. Press and hold Right on the the second control pad and press button 2 twice. Playing with two control pads is tough at first, so you should get someone else to help you. After you get the hang of it, it will boost your scores.

DEAR
julie...



WHO'S THE ZERO?

Dear Julie,

I'm playing this game called *Zero* and I'm just wondering if you could teach me how to do the super dive. Every time I try to have Zero land on the other side, he just falls onto the spikes. Thanks, I hope you know what I'm talking about.

K'ez ka Za, Edgecliff

Which game are you talking about? Which Zero? Is it *Zero Tolerance* or *Zero Wing* or *Zero the Kamikaze Squirrel*? Hang on, there could be only one Zero game with a super dive test and it's *Zero the Kamikaze Squirrel*. Okay, you need to jump off the ledge, facing the direction in which he is going to turn. Quickly press C, so that he starts to dive. When he approaches the turning edge, press C again to get him to turn and press C to fly up. You need to time it right so that Zero can go up. If you don't make it the first time, just keep on practising.

STUCK IN THE STONE AGE

Dear Julie,

Could you possibly give me the level passwords to the first *Chuck Rock* on the Mega Drive?

Leann Derthal, NT

Well, Ms. Nean (oops – Leann) Derthal, here's the lowdown on that lovable low-life.

Level 2	GJFKFN
Level 3	PDPKKN
Level 4	JWNJXF
Level 5	TSFNVP

Write to Julie!

Stuck on level three? Bugged by the big, bad boss? Can't play games to save your life? Write to Julie – Australia's only Sega Agony Aunt (now that Agatha's retired). She'll lend a sympathetic ear, as long as you give it back.

Dear Julie..., Megazone,
PO Box 746, Darlinghurst, NSW 2010.

Street Racer

With its inspired cross between *Street Fighter* and *Mario Kart*, Ubisoft has really come up trumps with *Street Racer*. Then again, with eight different characters to choose from and 24 tracks to race on, how could it fail? Earning a very respectable 85 per cent a few issues ago, we just had to finish the job off properly with a full solution – so strap in, sit back and get ready for the ride of your life...

Driving Lessons

The best way to take any corner is to go tight in and gain the ideal racing line. The rest of the field are just as fast as you – if not faster – so any advantage that you can gain is a bonus. It's important to get to know the turns and bends in the game, so practise the different tracks as much as you can.



On the really tight turns, you'll have to slow down quite early if you hope to make it through without touching any obstacles. Never take a bend on the outside, because you'll only end up on the grass. If you do this, you'll more than likely end up hitting an obstacle. Then again, if you manage to drive around them, all the better.

A good start is essential. When the race is under way, keep to either side of the track, giving the rest of the field plenty of room until you reach top speed. This ensures you're not bashed at the start and don't lose speed as you accelerate away. Remember, in this game, as in life, power is nothing without control.



Footymania

Playing the soccer game is easy when you know how. As you move your car around the track, get in a good position to catch the ball. Attack anyone you see with the ball to try and get it off them. When you finally catch the ball, the last thing you want to do is panic. Instead, drive up closer to the goal and, at the last minute, let loose with the ball. With any luck, you should be able to score almost every time.

There are three different pitch types to go for...

Grass: The basic pitch set-up. You shouldn't have any problems with playing on this ground.

Indoor: You'll find you have much more grip on this ground. You can also reach a higher top speed as well.

Ice: Extremely slippery, you'll find you lose a lot of grip when you play on this pitch. It is very hard to turn on this surface.

Character Pairings

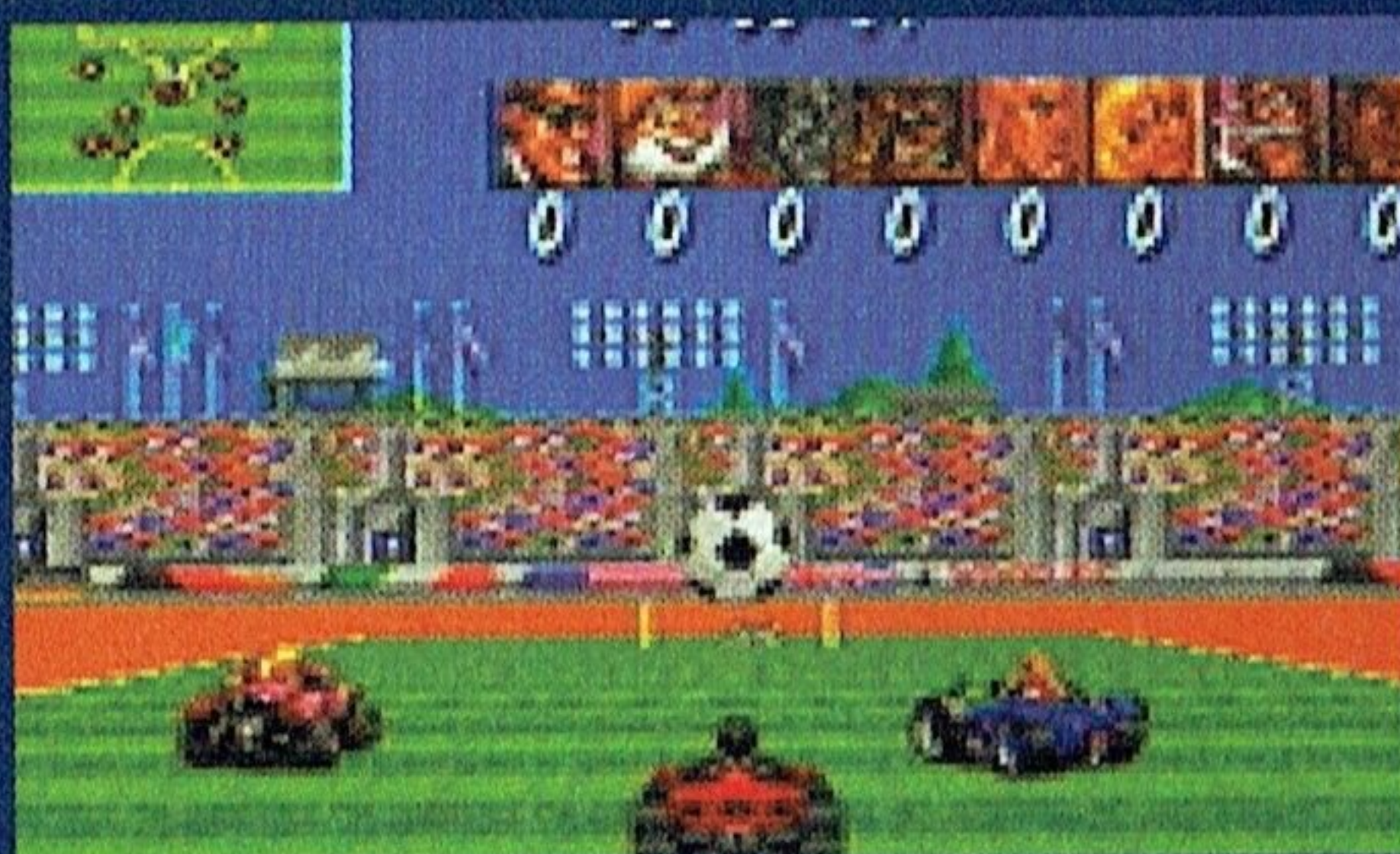
There are certain character combinations which work especially well in the two-player mode. Try out these character pairings for the best results...

Sumo and Hodja

Raph and Frank

Surf and Suzulu

Helmut and Biff

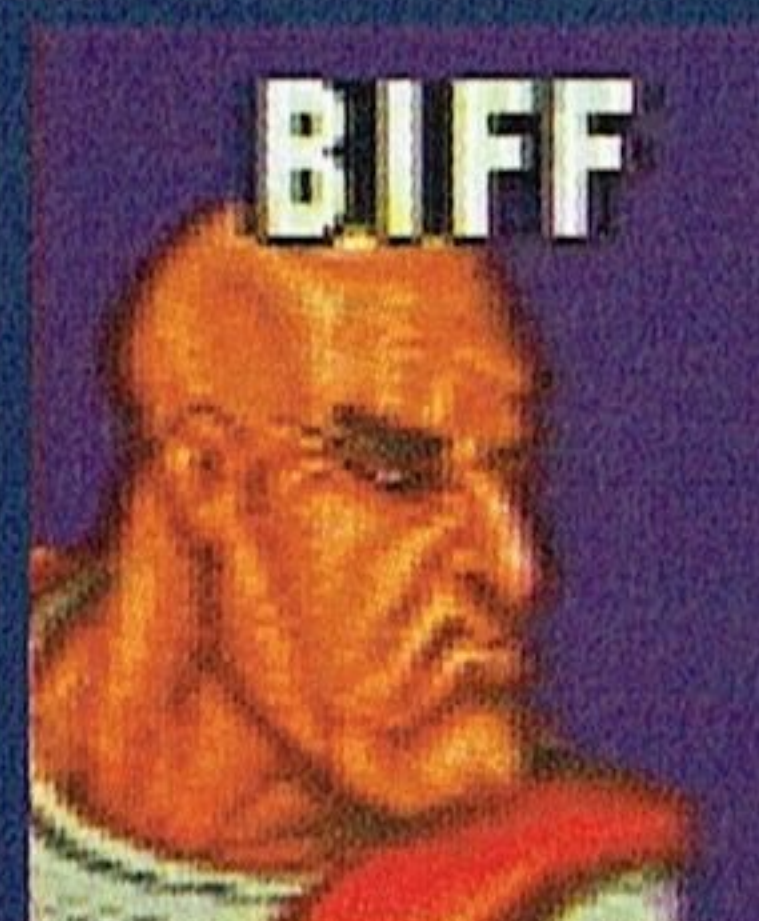


The Racers

There are eight different racers to choose from, each with his or her own special abilities and favourite tracks...

Biff

The thug of the game. Judging by his lack of hair, the way he likes to hit people with his club and his friendly snarl, this guy's trouble.



BIFF'S MOVES

Left Punch – A quick tap of button A will deliver Biff's strong left hook. Painful and distracting for anyone on the receiving end.

Right Punch – Press button B to make Biffy-boy hit anyone to the right of him. That'll teach 'em!

Cannonball – Button X is the way to go if you want to perform Biff's Cannonball move.

Wide Wheels – To make two lethal razor-spikes appear out of the side of Biff's wheels, simply press the Y button!

BIFF'S TRACK

Biff One: Right from the start, a long straight greets you. This should give you enough time to build your speed up a bit. Gradually, the track bends to the right then opens out into a short straight. The track will now sharply bend to the right, before you come to a slow left turn which then turns into a zig-zagging chicane. After this, a steep left turn will be upon you, and following on from that come two very tricky right turns. Now you're in a massive long straight – improve your time a little before a sharp right is upon you. Now it's back to the start again.

Biff Two: Driving down from the start, an easy turn to the left shouldn't prove to be much of a problem. Now comes the sharp turn to the right, after which a massive straight is upon you. When you reach the top, the track will suddenly curve to the right twice before making a hard left. Now comes a straight which slants around to the right into a shorter straight. Following this comes a hard right, followed by an easy left and then a hard right. Roll on another lap...

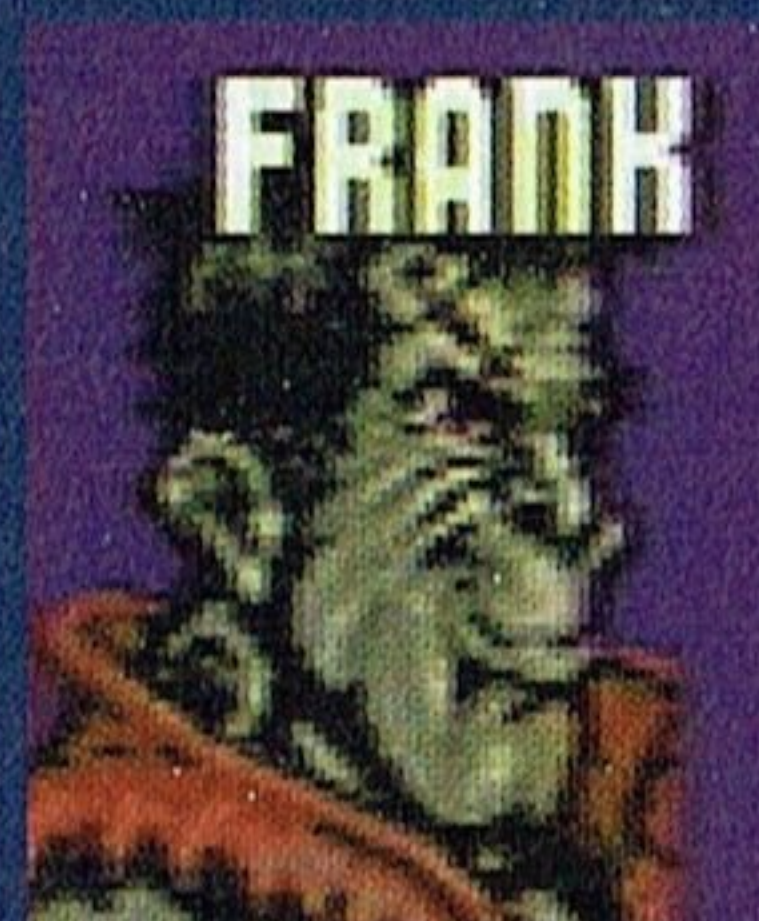
Biff Three: Longish straight, followed by a hard right. After this comes a hard left. Then the whole track almost turns back on itself in a tight circle. At the end of this curve is a hard left which leads out onto the track's longest straight. Next comes a tricky right turn, which branches out onto a straight and then disappears into a right again.



Fastest Track: Helmut Two = 2:17:04

Frank

The 'dead' scary monster from Transylvania, Frank prefers to frighten his opponents off the track with his classic 'I use Oil of Decay' complexion. Not a pretty sight at all...



Frank's Moves

Left Punch – He may be dead, but he sure can punch! Give button A a tap to see what we mean...

Right Punch – Button B's the one to go for if you want a right punch. Quick and effective, my son.

Scary Ghost – Frighten all of the other drivers off the track and into hospital with this move. Y's the button to go for.

Flying Wings – Take to the air! Fly over all the other drivers! Win races! Press button X!

Frank's Track

Frank One: From the straight, turn your car to the right and then into another straight. This also turns to the right before branching out into a really long straight. The track now slants up to the left before beginning a very bizarre series of turns. Like a triple chicane, the track proceeds to turn in and out, in and out, in and out, requiring some nifty driving to get through it all without crashing. The track straightens out a little and slants down to the right before joining the beginning again.

Frank Two: An easy enough track, this one starts out with a longish straight before slanting hard to the right and then hard to the left. The pattern is repeated with a hard right and then a hard left, before running along into a long straight. The whole track will now bend to the left before travelling along for a while and then taking a right. Another right follows this, before you come to a hard left and then a hard right. A longish straight, which is broken by a tight right turn, leads to a longer-than-long straight which leads back to the start.

Frank Three: After a short straight, the track then turns to the left, before making its way to the right. A longish straight follows this, before a sharp turn to the left brings you onto another straight, which turns to the left. The track's longest straight follows this, before turning to the left and then to the right. Another straight greets you, before you make another left, and then (after another straight) a turn to the left and the start of the track.

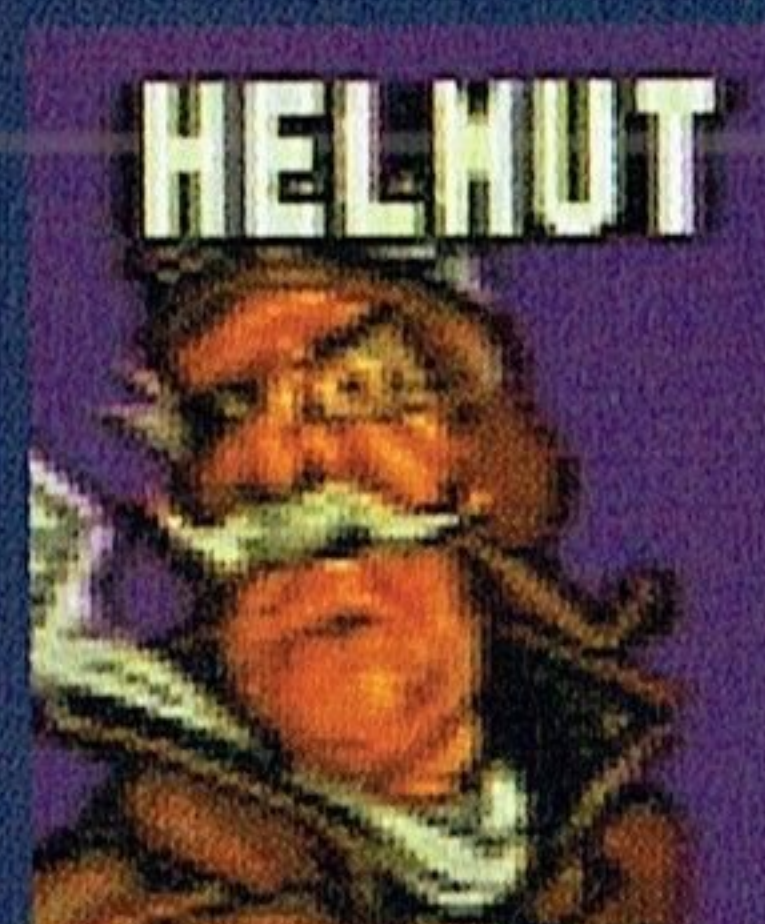


Fastest Track: Helmut Two = 2:13:16

Street Racer

Helmut

Teased since childhood for a name that sounds like a piece of military equipment, Helmut has given up flying for the glory of the fatherland to prove the superiority of the master race on the track.



Helmut's Moves

Left Punch – To activate Helmut's left punch, press button A. A decent move.

Right Punch – The B button's the best way to go if you want to give your opponents a smack in the face.

Side Blades – A great move to send any opponents to crash. Press button Y.

Flying Wings – Probably the best way to avoid those tricky obstacles is to fly over them. You can do this by pressing button X.

Helmut's Track

Helmut One: Travel along the straight at the start and then head right twice before you reach the sharp left turn. The track now carries on down to the bottom, where you'll need to shift around to the right. Go right again and head up the straight until you reach the tight left turn. Following this is a double right, which is followed by yet another right a few yards down the track. You're now on the straight, heading for the start.

Helmut Two: A straightforward track with many long straights and sharp turns. From the word go, head forward until you reach the right turn, and then hit another straight. Once you hit the next right, you'll be on another long straight. At the end of this is a sharp right, followed by another sharp right and then a medium-length straight. Two hard lefts follow this, then another straight. After that come two hard rights, before you reach the starting straight again.

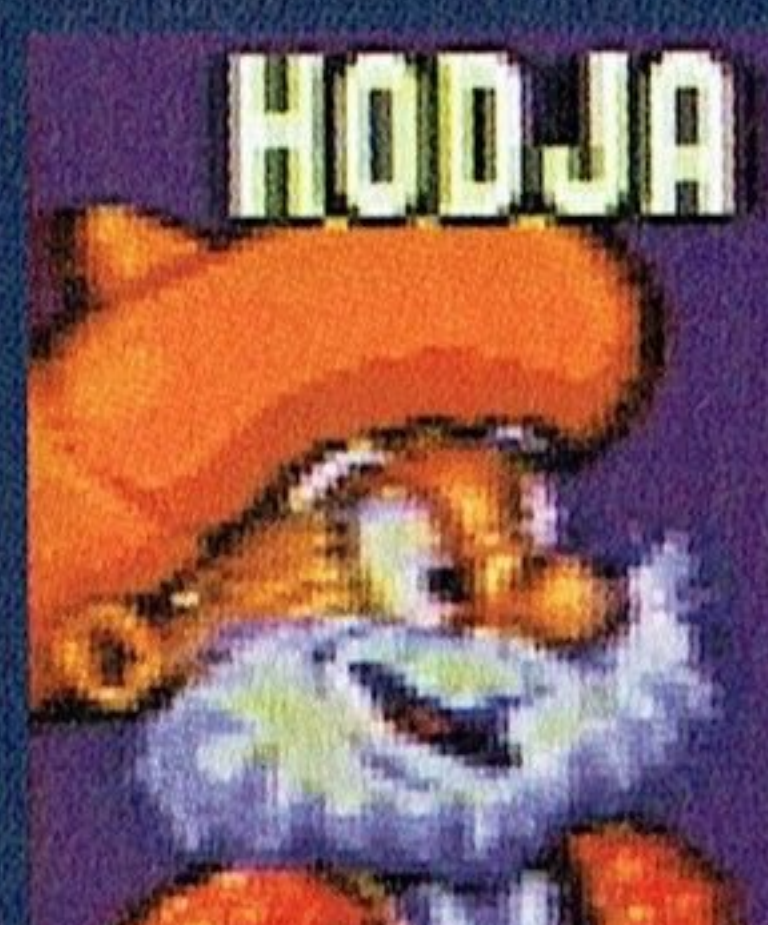
Helmut Three: A long and curvy track. From the starting point is a right into a curve. This winds its way down to another hard right followed by a short straight. Turn right again and then hit the slanted straight, which weaves its way down to the left. Now head into the two right turns and you'll be back at the start.



Fastest Track: Raph Three = 2:07:02

Hodja

The mystical magician, Hodja casts magic spells over his opponents in order to win. He's not limited to just the track, as he often takes to the air to get past his rivals!



Hodja's Moves

Left Punch – Punch anyone to the left with this killer move. Button A's the way to go.

Right Punch – Press button B to punch the drivers to the right.

Magic Blast – One tap of the Y button will send out a lethal energy blast, leaving anyone around you done and dusted...

Magic Flying – Leave all of your troubles and worries behind you with this great move. Button X is all you'll need to press!

Hodja's Track

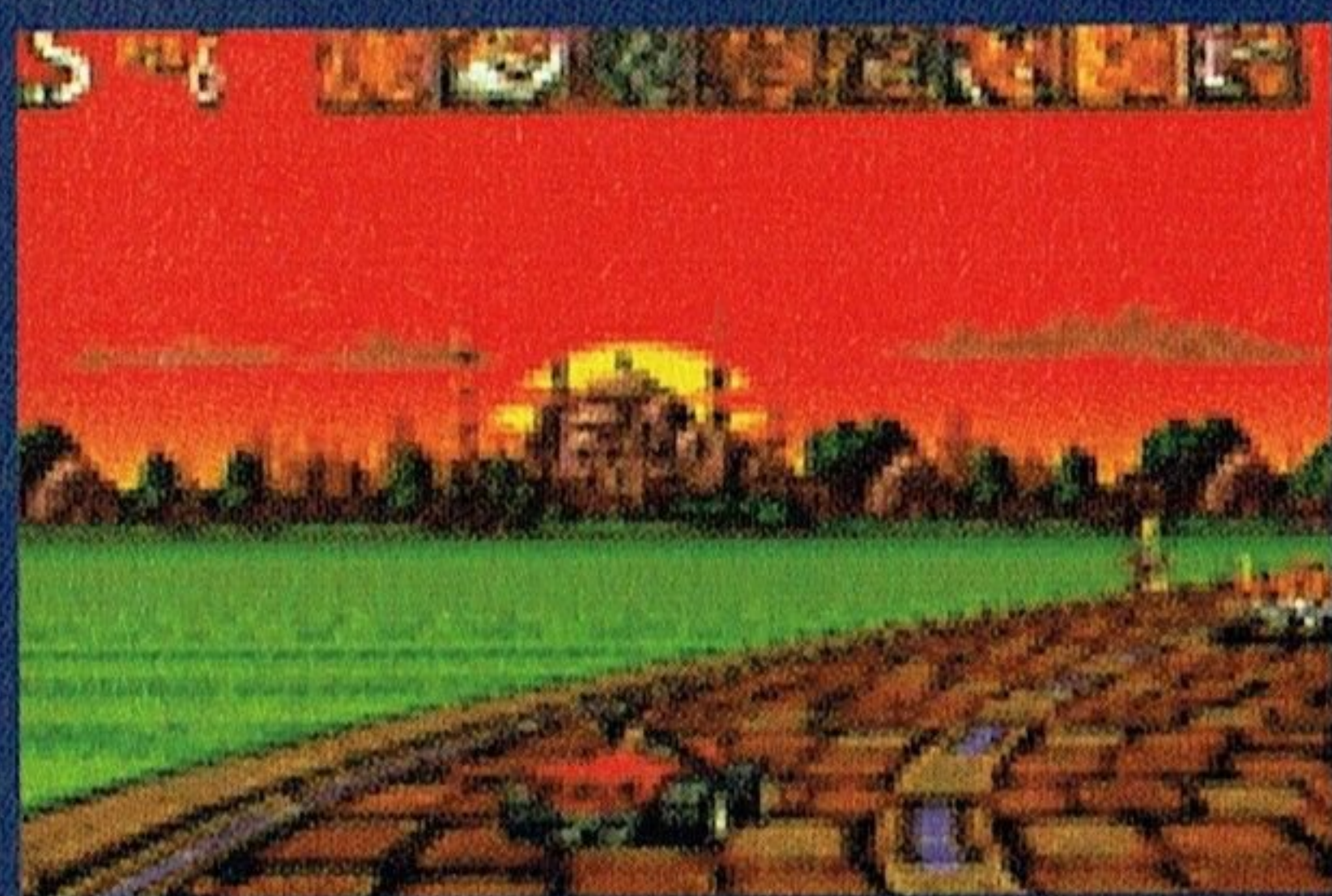
Hodja One: A very bendy track, which suits almost every driver in the game. From the start, a couple of chicanes greet you from the left, right, left and right. The course carries on to the right and then right again. Now it's left twice and then an ultra sharp bend to the right – make sure you're hitting the brakes when you do this. Now it's time to step on the speed, because a straight follows this, before you bend down for a longer straight. After this comes a couple of curves to the left and right before heading back for the start. Sorted!

Hodja Two: A really long straight sets things off nicely, before you reach a sharp turn to the right. A slanting curve follows this, leading up to another sharpish right. A small straight comes after that, which turns into a tight right before coming down into a bucket-shaped double left. After that comes a tight right-hand turn, and a long-ish straight. Drive up a short straight before heading into a curving turn to the right and then left. Skid around the hard right before giving it your all on the straight, heading back to the beginning.

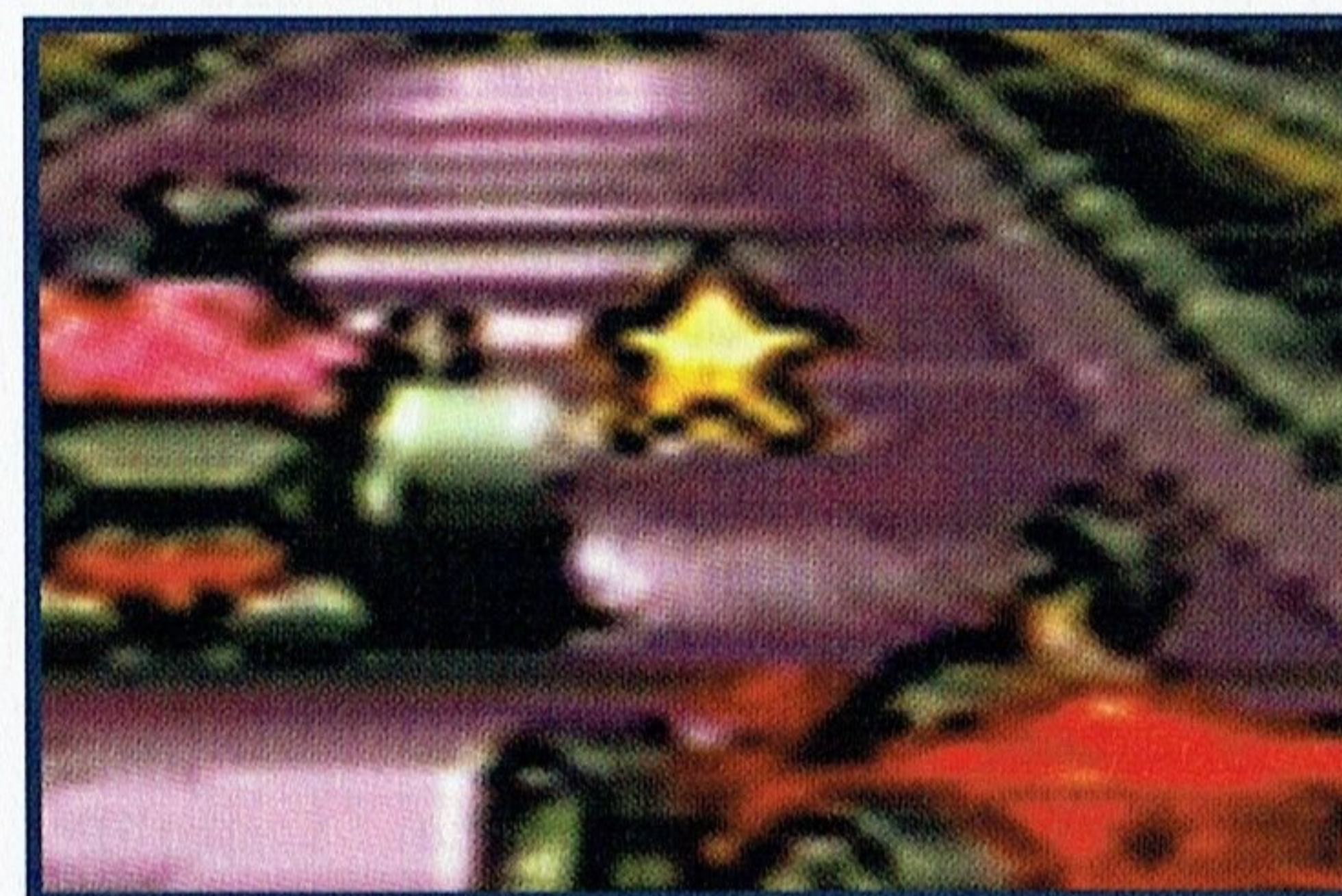
Hodja Three: A very curvy track. Right from the start, you'll have to drive around a vaguely S-shaped section. After that, you'll need to slam on the brakes to get around a hard right. Then comes a straight, broken up only when it curves slightly to the right in a circular motion. You'll now reach a hard bend to the right. This curve will slowly turn to the left and head back to the beginning.

Fastest Track: Biff Three = 2:12:40

Character Interaction: Hodja will not attack Sumo.



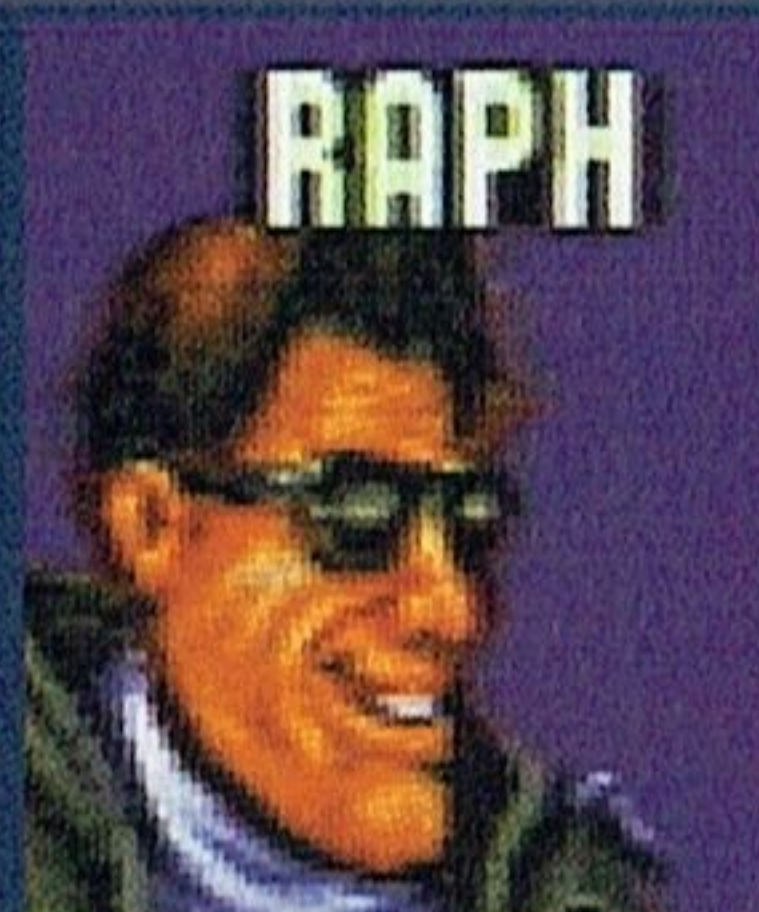
Seeing Stars



Collecting the stars is something which is a sure-fire way of winning races. The more stars that you collect, the faster your car will go. You will find the general handling of the car gets worse, but you shouldn't have too many problems with it.

Raph

H eeeey, it's Mr Trendy! This Italian stallion likes to take his fashion tips from some of the world's best designers, hairdressers and tailors – it all helps to bag the babes (that, and being very fast).



Raph's Moves

Left Punch – The A button is the one to press for a left punch. Go, Raph, go!

Right Punch – Press handy button B to send anyone to the right into disarray. A good little move.

Mega Horn – Make yourself heard in the race and frighten away anyone else by simply pressing button Y.

Mega Engine – Pump your horsepower up a bit with this cunning move, all done with one tap of button X.

Raph's Track

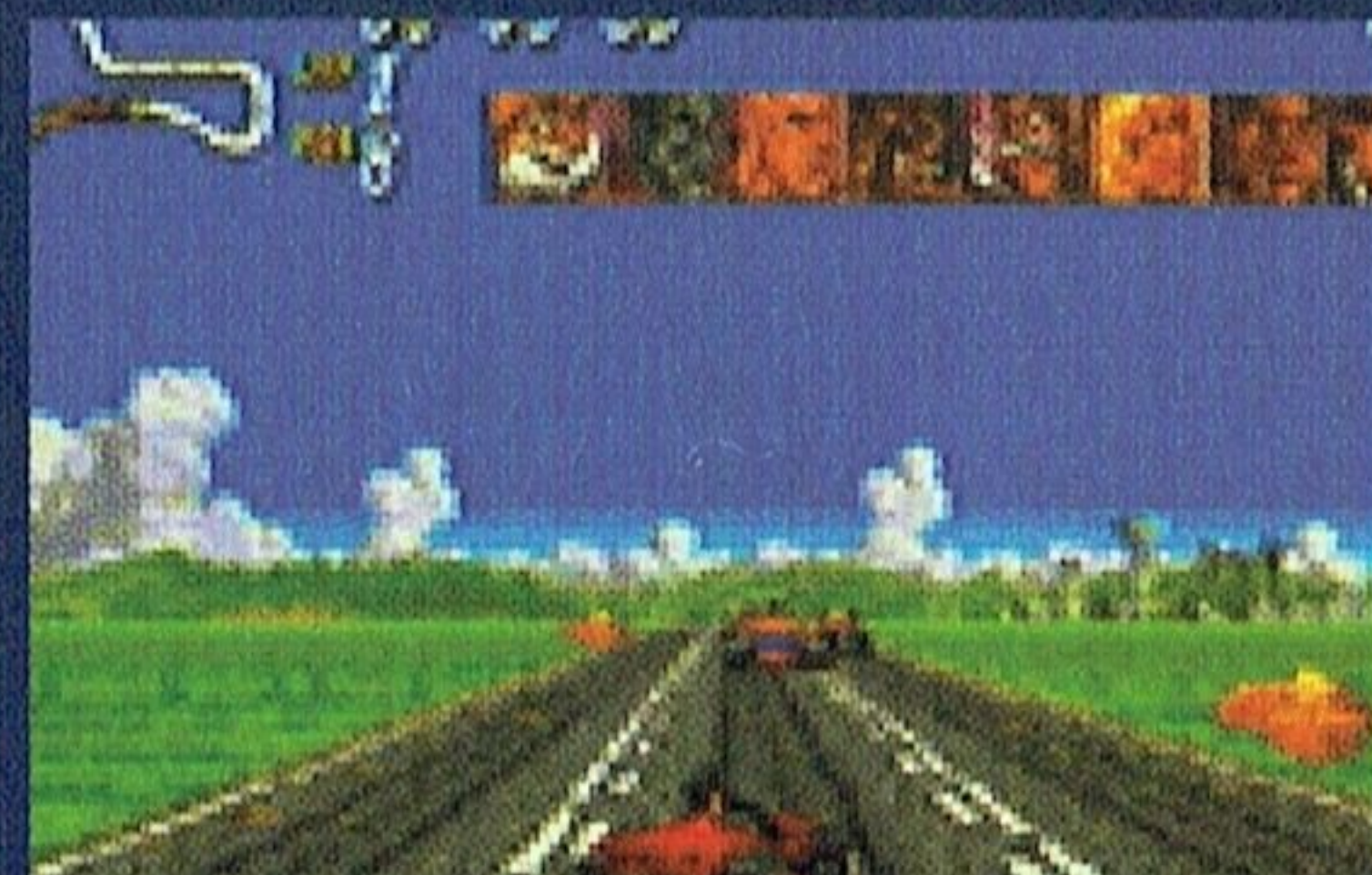
Raph One: Starting with a long straight, this track curves around to the right, before leading out onto a short straight. Then comes a nice turn to the right, before branching out sharply to the left. An average-length straight follows this, before you turn to the right twice and then onto another middling straight. Turn right again, before zooming down another straight and then heading left. As soon as driven into this curve, start turning right and then right again. You'll now find yourself on a long, long straight heading back to the starting line.

Raph Two: A long straight followed by a sharp triple chicane to the left, left, right, right, left and left, before turning onto a straight. Another hard series of bends follows on from this, turning right, left, left, right, right, left and left before coming to another straight. At the end of this long straight is a tricky turn to the left. Out of the turn is a straight heading back to the start.

Raph Three: A fast track if ever there was one. From the start, turn down into the left and then follow it around to the right. An average-length straight follows this, which then turns around in a half-circle. At the end of the tight curve, there's a longish straight and then a hard turn to the right. Another turn to the right follows this. It gradually turns out into a slight curve, leading back to the start again. No worries...

Fastest Track: Helmut One = 2:12:82

Character Interaction: Raph will not attack Surf.



Surf

T he hot, slick chick of the game, this babe is normally to be found staring into a mirror. Flirting with all the other drivers, she manages to win races by making them choke on her perfume!



Surf's Moves

Left Punch – Pressing button A is a sure-fire way of getting rid of anyone to the left.

Right Punch – Hit the B button and you'll blow away anyone on the right.

Razzle-Dazzle – The X button will send out a dazzling bang which sends everyone else on the track into disarray.

Side Bumpers – A great move to lose anyone pestering you in the race, and all it takes is a quick press of button Y!

Surf's Track

Surf One: A long, long straight at the start gives you the chance to get some pace behind you before heading into a sharp right. Coming out of the turn and hit the accelerator again as you enter another long straight. After the straight, another sharp right appears in front of you. After you've passed this, put your foot to the floor, as you weave past a bend in the road and into another tight right. Another right follows this and then it's into a tighter-than-tight left. Now head down a slanted straight and turn the car hard to the right as you wave good-bye to another lap!

Surf Two: Right from the start, a tricky left, right, left, right, left combination slows you down no end. The track now follows roughly the shape of a square,

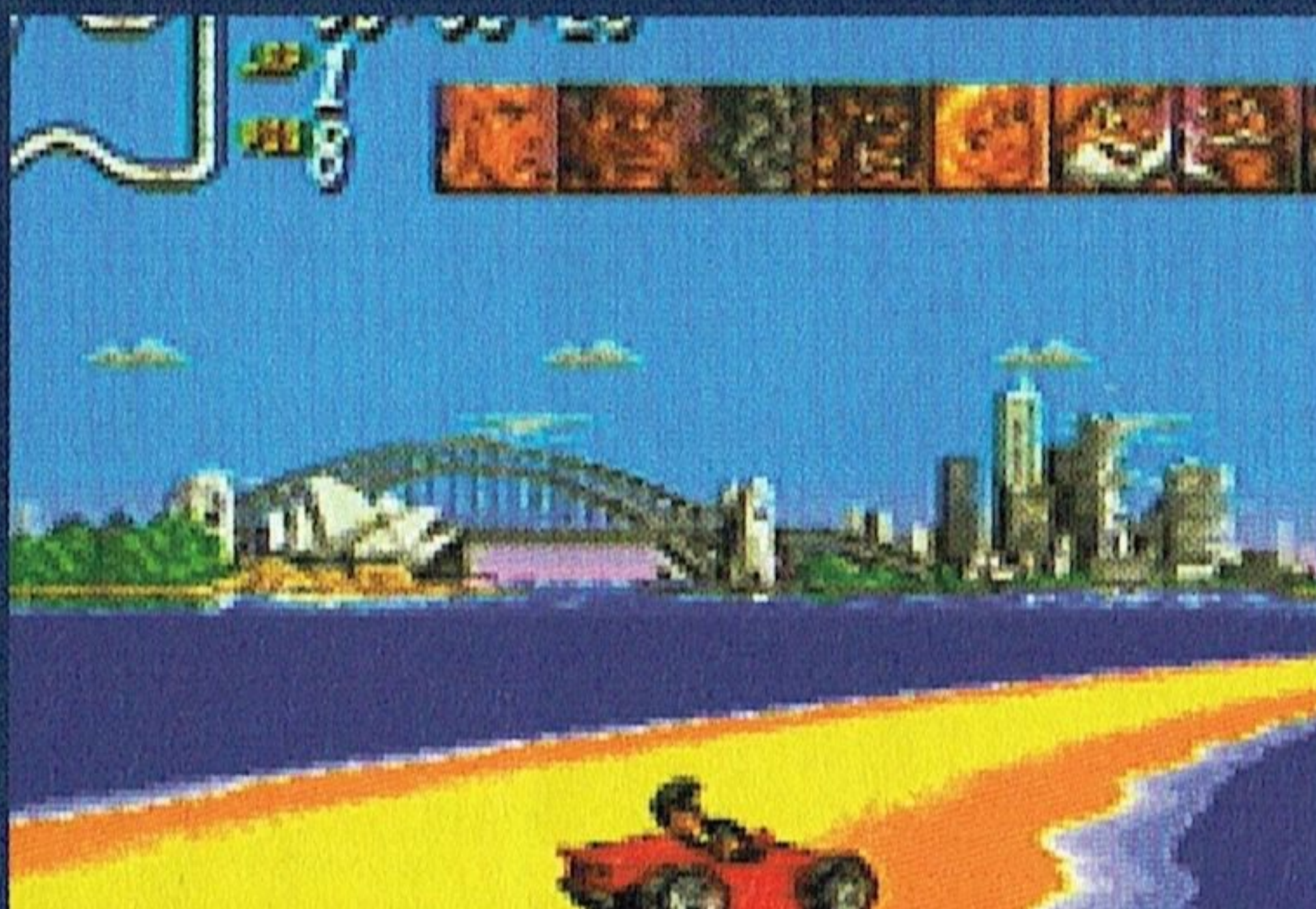
before once again you enter a

left then right. After this, head left and then right. You should now be on another square section which will end up back at the start.

Surf Three: From the start, head right into an average-sized straight. Now turn right again, before going left and into a curve. This almost turns back on itself, but then it shifts out to the left and leads into another curve. After this, expect a long straight heading down to the bottom of the track. Then hit the right turn heading into the curve and the start.

Fastest Track: Suzulu One = 2:12:22

Character Interaction: Surf will always attack Raph.



Street Racer

Top Six Tips

1. Take as much time as possible to practise on each of the tracks. Keep on practising until you've perfected your driving skills and you know exactly when to turn and brake on the track. The better your knowledge of the circuit, the better your chances of finishing in a good position at the end of the race.

2. As with most racing games, control, rather than flat-out speed, will get you the fastest lap times. Keep a tight hold of the direction pad at all times – swerving around the track costs you valuable seconds.

3. In one-player mode, continually refer to the track map at the top-left corner of the screen. This will help you remember exactly where on the track are the tight bends and chicanes.

4. To avoid some of the more troublesome obstacles on the road, try

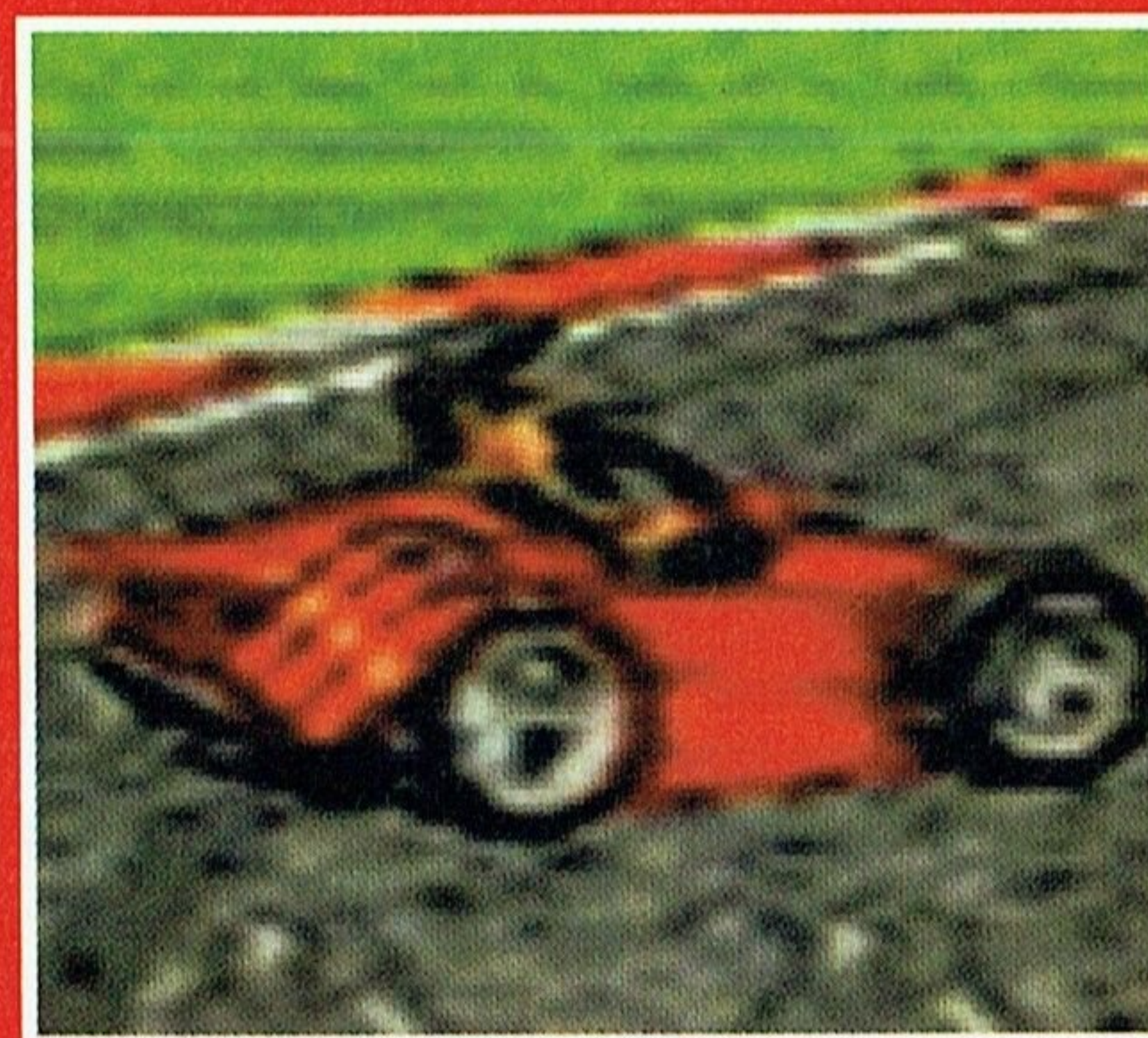


slowing down when you start to swerve off the track. If you do go off the track, make sure that you drive around any obstacles that are coming towards you.

5. The amount of damage you take will affect your car's top speed and handling. You can repair your car by picking up the Damage Repair Power-Ups that can be found lying on the tracks. We recommend that you go out of your way to pick these up.

6. You can use your jumping ability to jump over other cars in front of you. A sneaky tactic if ever there was one. Also use it when you land off the track, as it keeps your speed up.

Bombs Away!



When you pick up a stick of dynamite lying on the track, you have a few precious seconds to get rid of it before it explodes. Get near another car as soon as you can, and then punch the driver to give them the bomb. Now laugh gleefully as you watch your opponent crash!

More Than Two...

As well as Three-Player Madness and Four-Player Insanity! If you have a few mates and a Four-Player Adaptor, then why not give the multi-player modes a few goes?

Again, the key to winning is actually knowing when to turn and brake, and so on. Practice the different tracks until you've mastered them all. The thing with the multi-player modes is that it your view of the track is much narrower. When all four players are on the track at once, the screen size is reduced to just a quarter of its original size – something which takes time to get used to.



Wait On Red

The trick to getting off to a good beginning is in the start-up lights. Hold down on the accelerator when the two green lights appear. Let go when the first red light appears. Press down on the accelerator when the second red light appears. You should (fingers crossed) get off to a much better start than before.



Everybody Rumble!

The Rumble Mode is basically just a test of who can stay in the ring the longest. You – and your opponents can be knocked off once the barriers on the outside of the track crumble away. If you touch the middle of the ring, you will be flung off to the outside, putting yourself in even more danger of losing the fight to the death.



Try to stay in the middle of the ring and then drive out into opponents facing the ring barriers. Give them a few punches and what-have-you. With any luck, you'll be forcing them into making mistakes and falling out of the ring. That'll be the last time they come near you...

Cup Action

The Bronze, Silver and Gold Cups are the main challenges in this game. After you manage to complete these, you'll be given a password for the Mega Cup – the ultimate challenge.

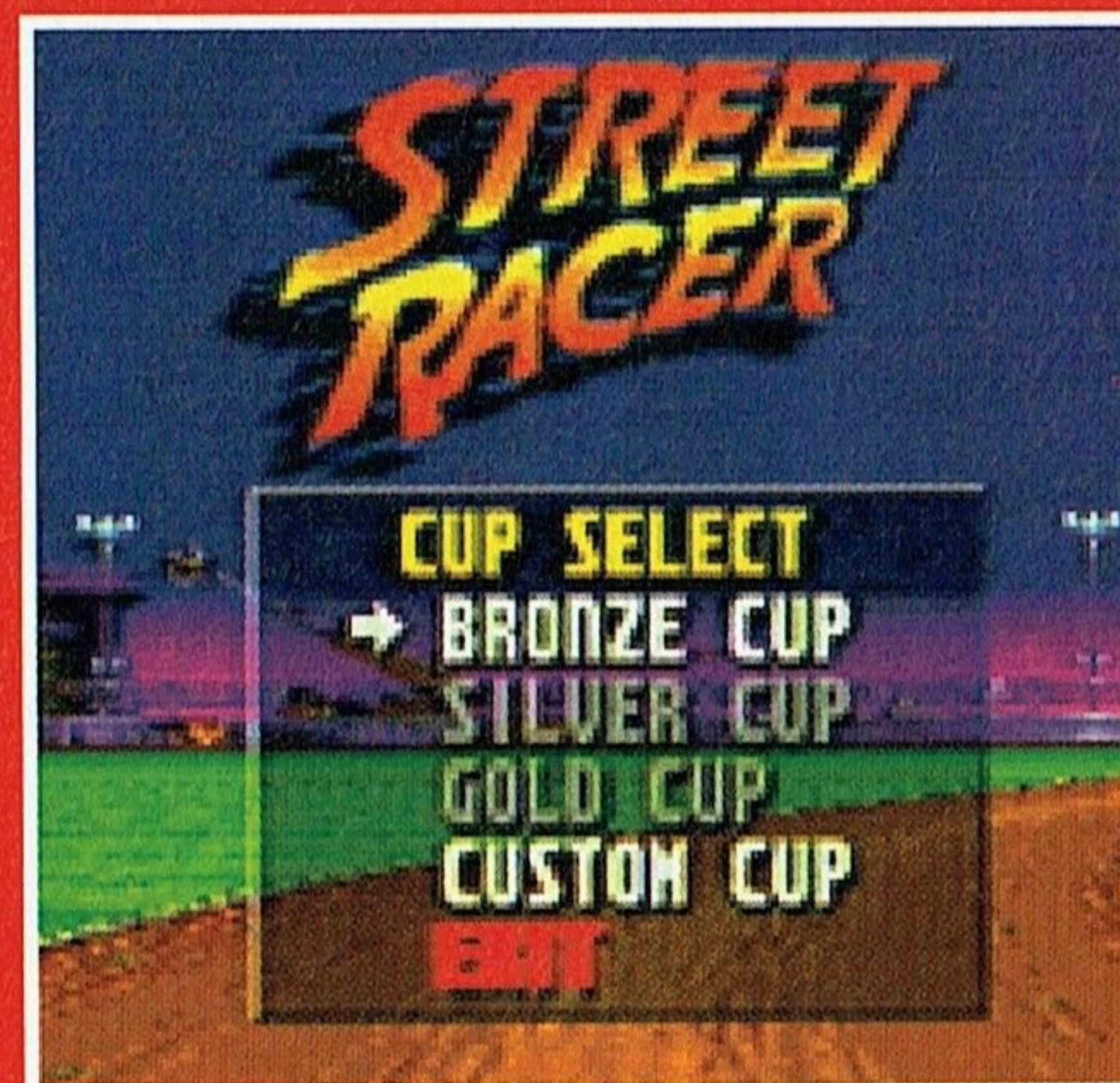
At the end of the Gold Cup, you'll have to play a game of Space Invaders – your car now has the ability to fire energy balls at the other drivers. You can do this by pressing button B. When another opponent drives in front of you, shoot him out of the way and avoid his crashing car as you pass it. After a short while, you should have won!

Bronze Cup: No password

Silver Cup: jxpsvw

Gold Cup: befqmr

Mega Cup: hjacuy



Sumo

It's a wonder that this tub of lard can even fit into a car! Weight Watchers' worst nightmare likes nothing better than celebrating his latest win with a plate of sushi and a few stir-fried dolphins!



Sumo's Moves

- Left Punch – Press button A and you too can make Sumo swing his flabby arm out to the left.
- Right Punch – For a swing to the right, button B's the one to use.
- Electric Blast – To make Sumo electrocute himself and anyone around him, press button Y.
- Floating Move – To send Sumo into a state of levitation for a few seconds, press the X button.

Sumo's Track

Sumo One: A speedy track, which is strange when you consider just how slow Sumo really is. At the start, you'll have to head into a hard turn to the right. This branches out into a long semi-circle, which takes up just under half the track. At the end of this, get ready for a hard right and then an even harder left. This follows on to a tricky right. After a short straight, the track turns to the right and then a branching left. We're now back at the start.

Sumo Two: A long straight gives you the chance to burn some rubber right at the start of this track, but you'll soon have to apply the brakes when two lefties rear their ugly heads. There'll then be a sharp turn to the right, followed by a short straight. A chicane is next. The track then down onto another left. After the average-sized straight, head up to the left and then turn to the right before making your way to the left again. A long straight greets you here, before giving way to another two left turns which take you back to the start.

Sumo Three: Turn up into the right and then put the pedal to the metal for the long straight. At the end of the straight, turn your car to the right and head down into a slanted straight. Another slant brings you to another slanted straight, then a couple of turns to the right. A middling straight leads you into two turns to the left, then onto yet another slanted straight. After two more turns to the left, followed by a sharp right, you'll be back at the start again.

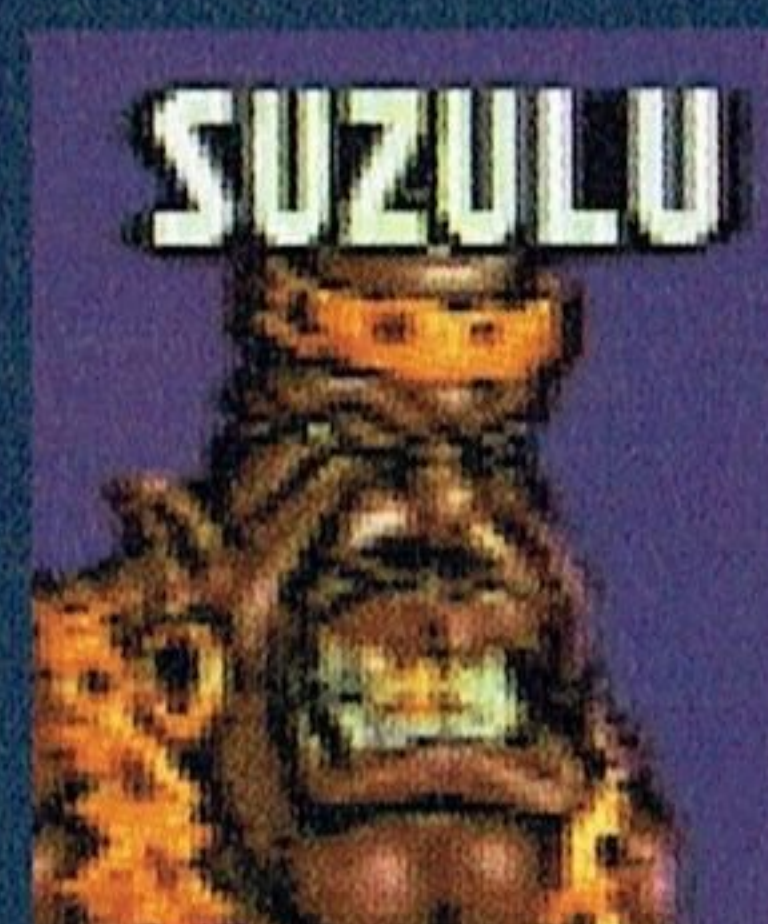


Fastest Track: Surf One = 2:07:42

Character Interaction: Sumo will not attack Hodja. When Sumo releases his otherwise nasty electricity attack, he will speed Frank up.

Suzulu

In darkest Africa there lives a guy called Suzulu, who likes nothing better than chasing cheetahs in his hot-rod! With his vicious club by his side, you'll end up with a sore head if you try overtaking this guy!



Suzulu's Moves

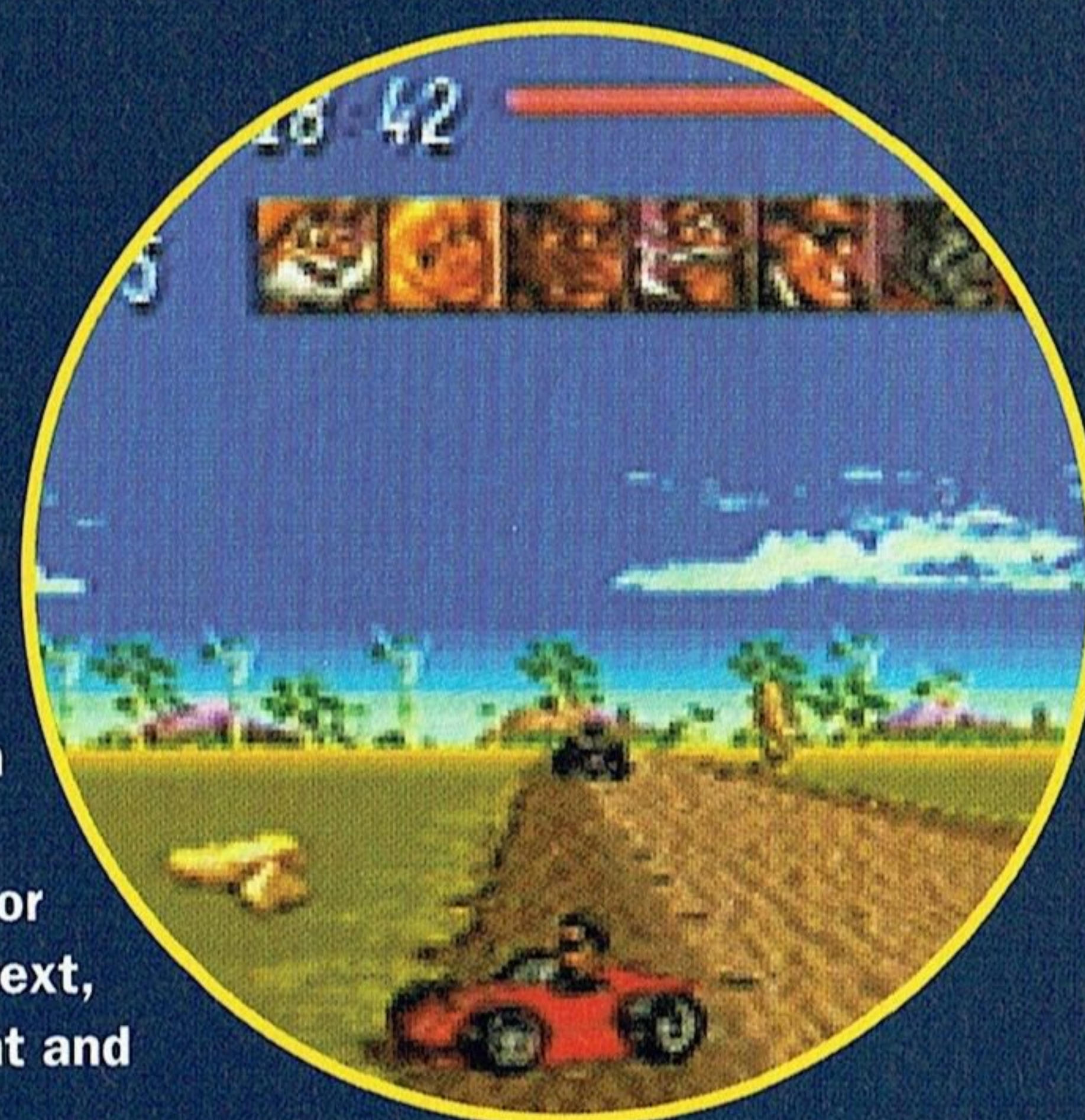
- Left Punch – Press button A to hit anyone to the left of you.
- Right Punch – For a devastating right hook, press button B.
- Rhino Charge – For a crushing, stampeding, charging move, simply press the X button.
- Rhino Shake – Shake your rhino, and any opponents, with this stonking Y button move.

Suzulu's Track

Suzulu One: A bendy, twisty track if ever there was one. From the word go, head up into a curve going towards the left. Now hit the brakes, and screech around to the right before taking a longish curve which heads up to a short straight. When you get here, be prepared for a hard turn to the right and then a steep curve to the left. Two tough right turns greet you next, followed by a turn to the left. Follow the curve to the right, before heading out into a straight and then another right.

Suzulu Two: When the lights turn red, start heading left and up the slanted straight. Turn to the left, before heading into a slanted curve going up to the right. When you reach the end of this curve, turn sharply to the left and head down a long straight. This straight is broken by a chicane which heads into a turn to the left. A short straight leads you back to the start.

Suzulu Three: A tough track to win if you choose the wrong driver. Start the race by heading right and then left into a long curve. At the end of this, hit a hard left and then a hard right. Now drive along another straight before going into a hard right and then a hard left. Follow the curve around before heading left, then right. You are now right back at the start again.



Fastest Track: Biff Three = 2:11:56

Eternal Champions

If you like your beat 'em ups violent, you can't really go wrong with this offering from the Sega stable. As a follow-up to the original Mega Drive version, the ET programmers have gone all out to make the Mega-CD game as bloodthirsty as possible. Released under the new Deep Water label, one look at this comprehensive guide to all the characters will tell you why this is one bruiser for adults only...

Dawson



A loner, Dawson made his living by gambling and working as a bodyguard. When he stumbled upon a troubled town in the Old West, he managed to make it as a deputy, and then proceeded to clean the town up. A hardened fighter if ever there was one.

Dawson has several special moves up his sleeve, including a vicious Knife Throw and Hat Attack. His pony-tail is a pretty deadly weapon too...

Name

Belt Grab

Tumbleweed

Hat Attack

Knife Throw

Taunt

Press

Away, Towards + C

Down, Down-towards, Towards + C

Away, Towards + Z

Away, Towards, Towards + Z

X + Z

Damage

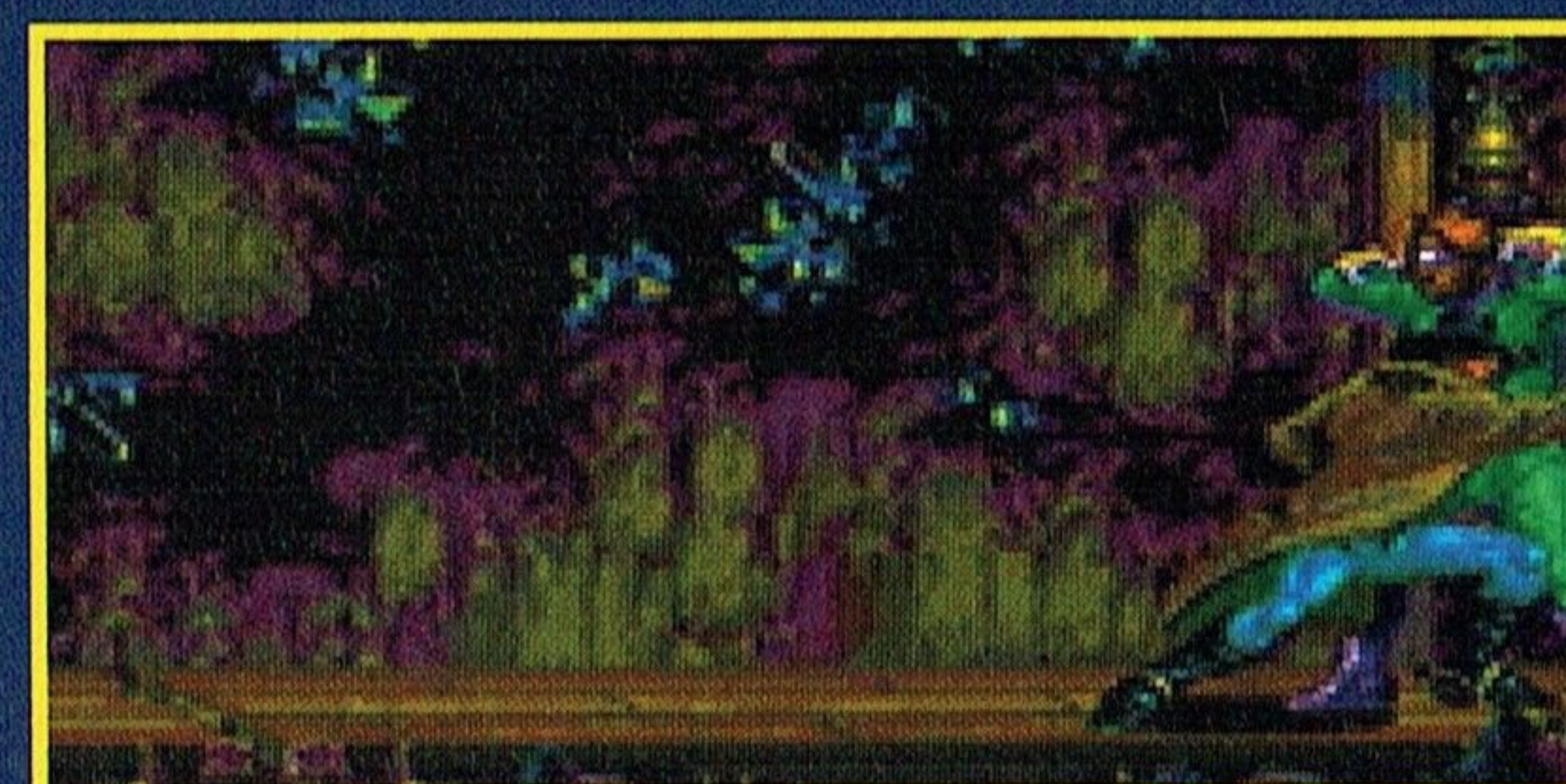
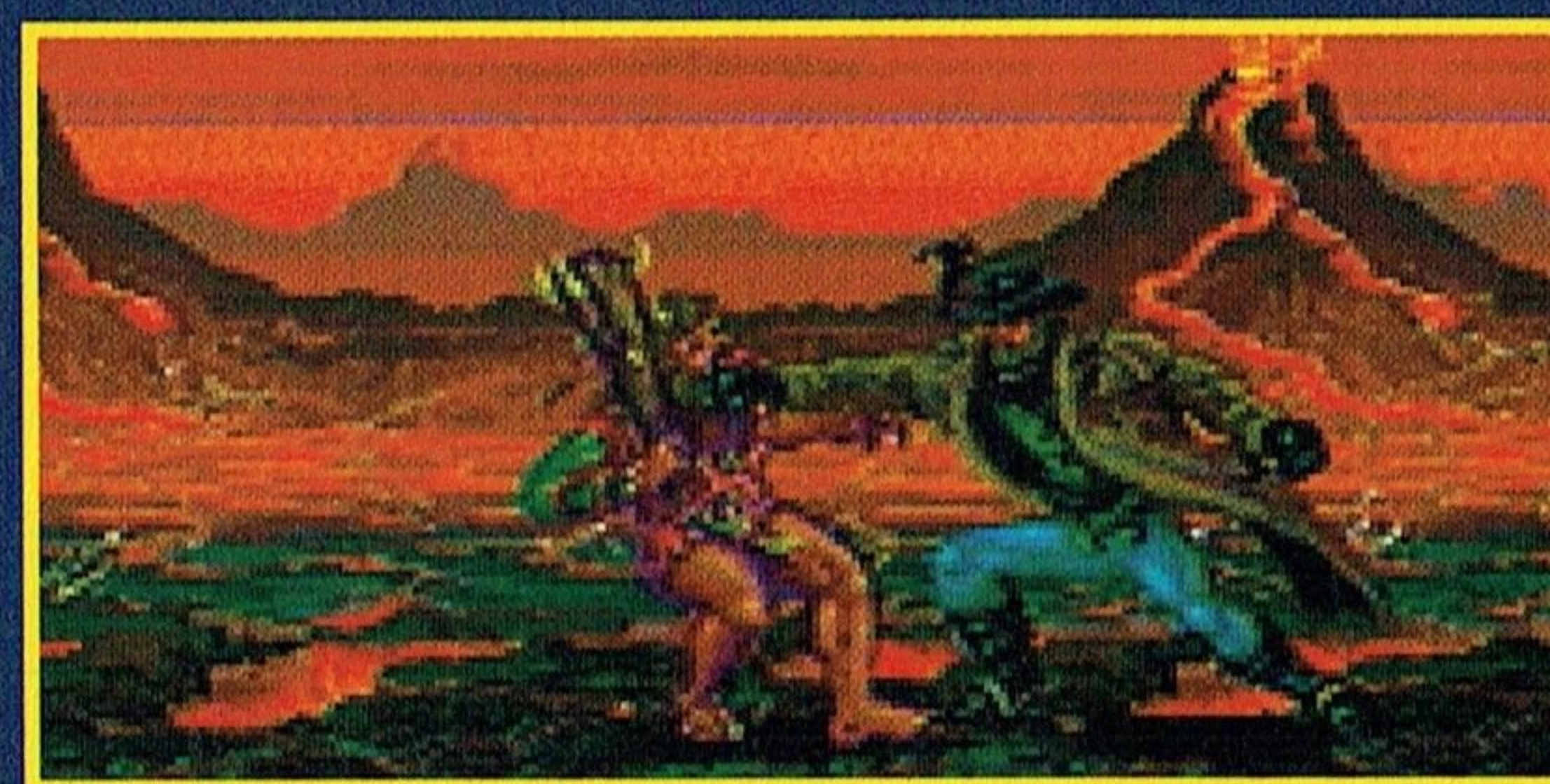
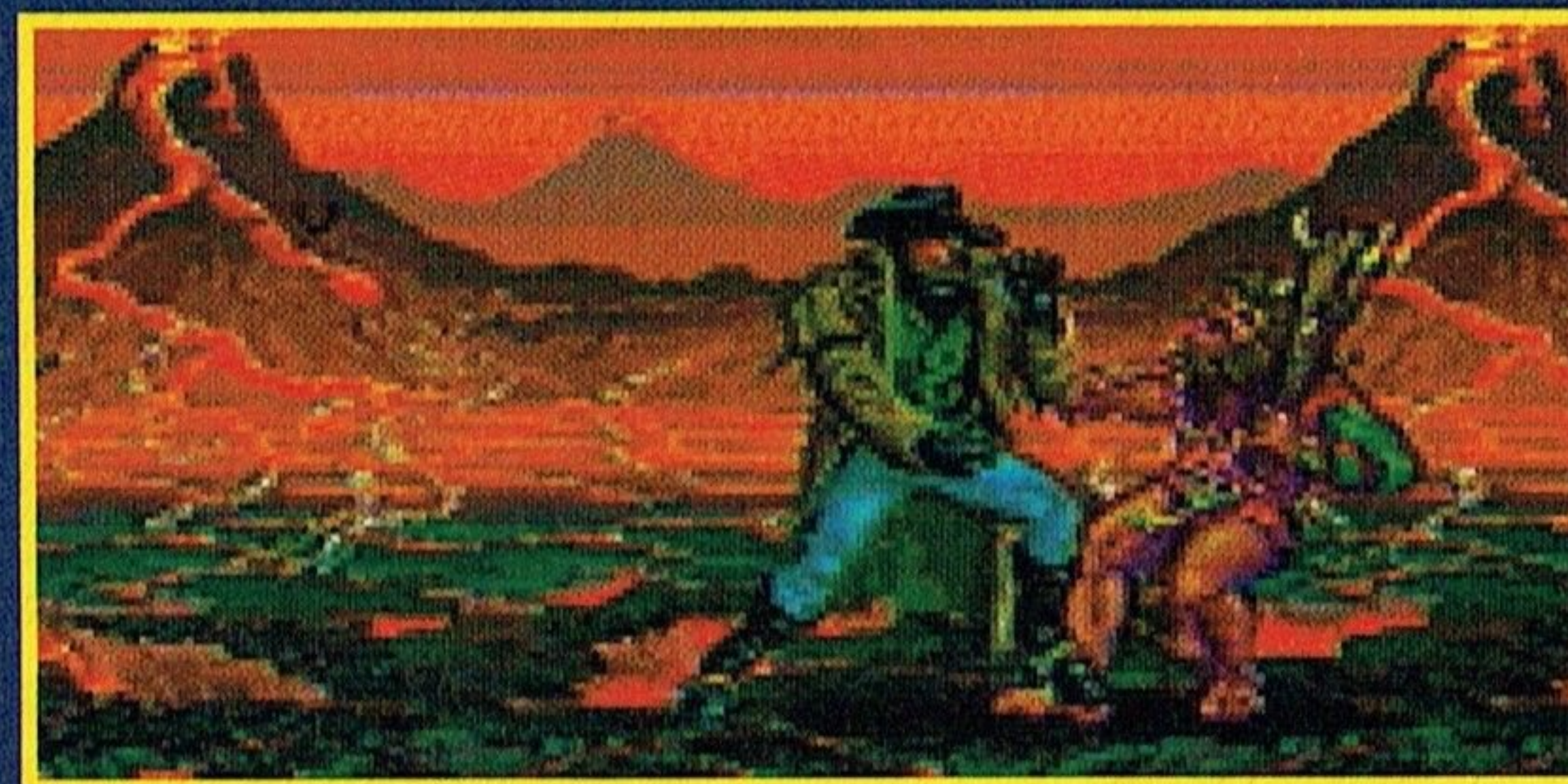
15%

11%

15%

15%

0%



Overkill

To trigger the overkill, drive your opponent to the right-hand corner of the stage and then deliver your final blow.

Six-hit Combo: B, A, Down, Down-towards, Towards, C

Seven-hit Combo: Z, Down-away, B, Down, Down-towards, Towards, B

Move

Dual Knife Throw

Hat Attack

Spinning Axe Pick

Spit Attack

Step Out

Press

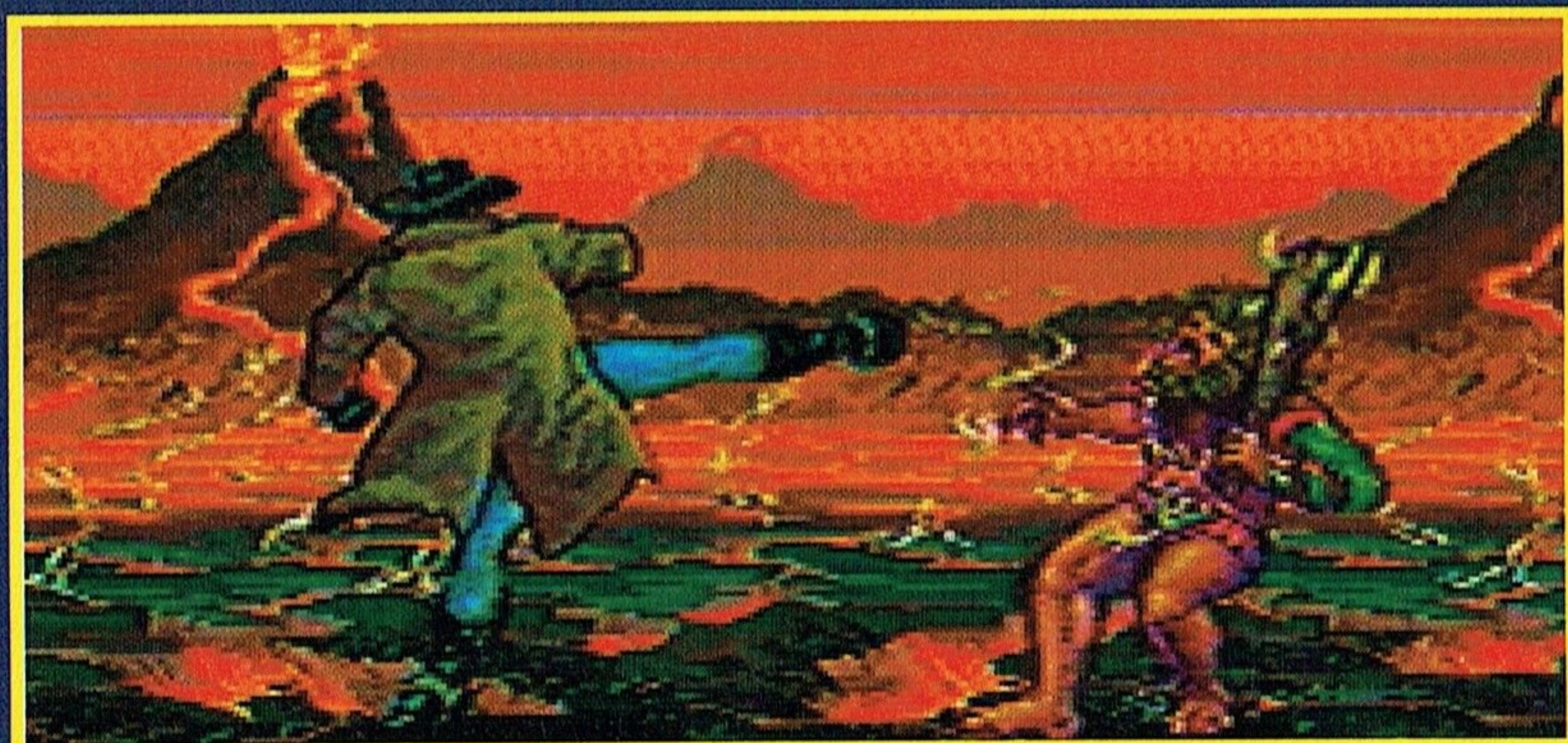
Away, Towards + X

Away, Towards + Z

Down, Down-towards, Towards + C

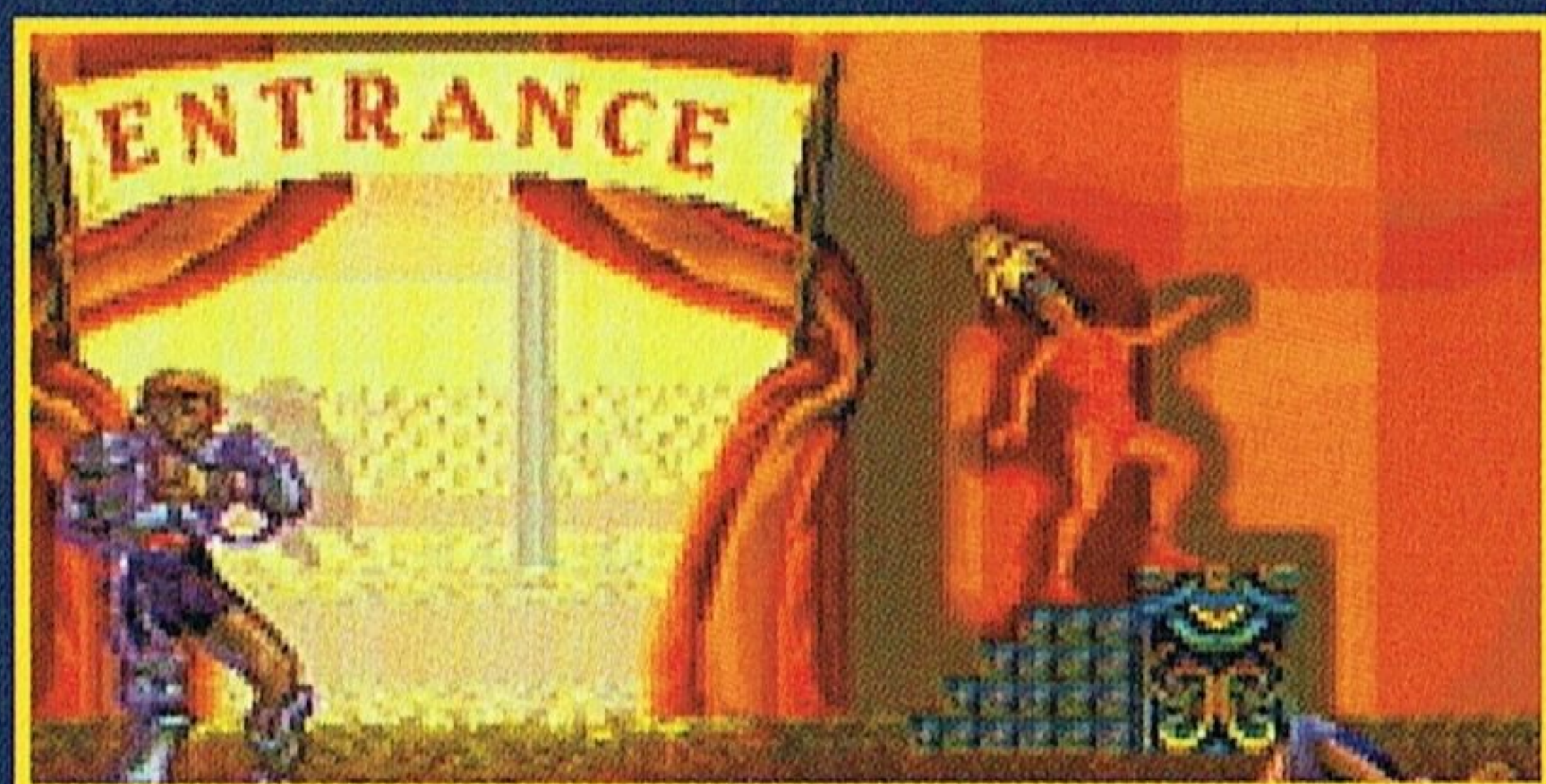
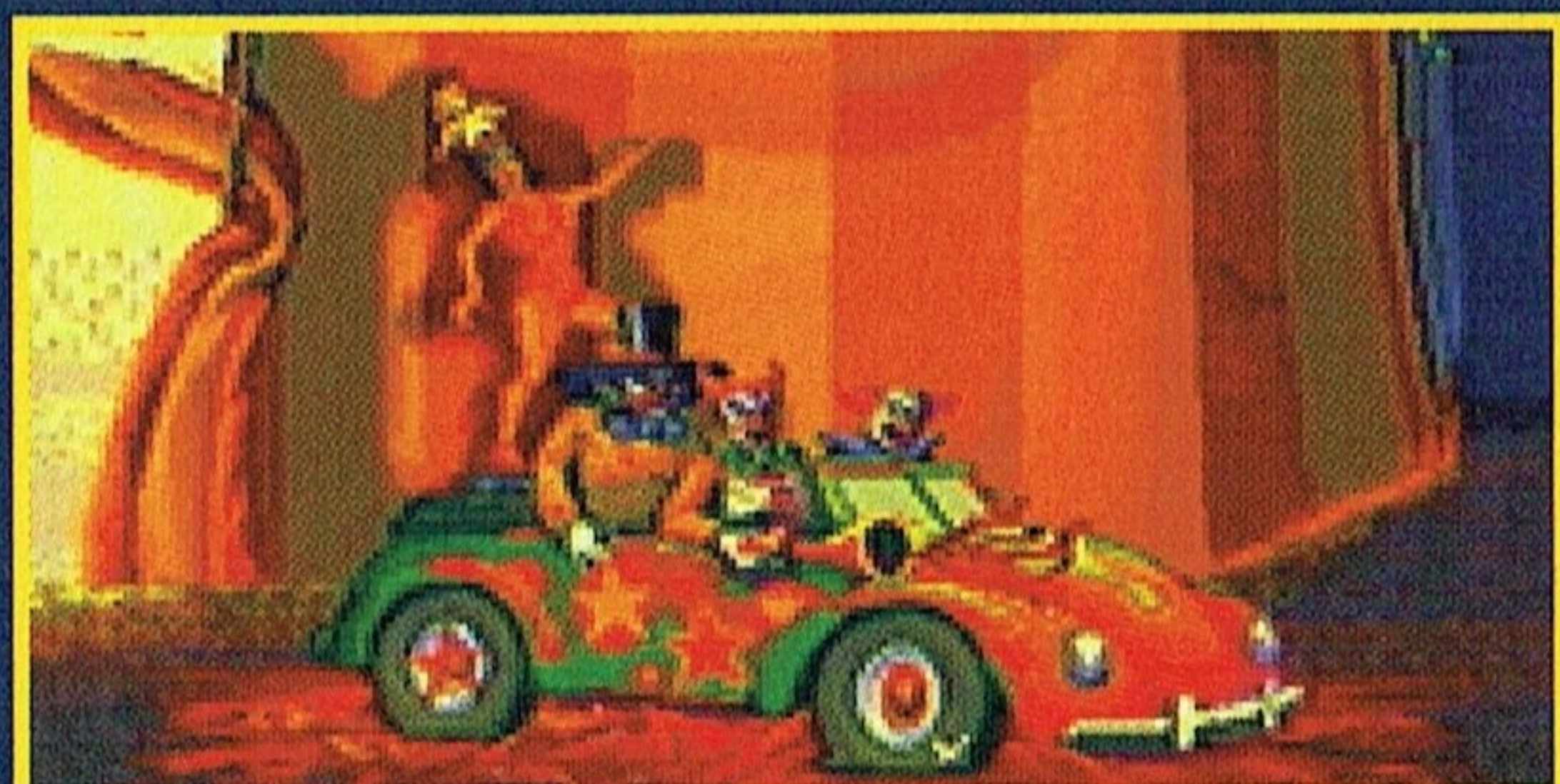
Away, Towards + Y + Z

Down, Down-away, Away + C





A skilled circus performer, Jetta is one of the fastest fighters in the game. When you fight, remember never to stop moving. Use her speed to your advantage and you'll be alright. Jetta can really lay into her opponents with new moves like the Flying Choke Hold and Ricochet. Don't get on the wrong side of this spirited gal!



Name

Whirlwind Kick
Corkscrew Upper
Power Burst
Gymkata
Ricochet

Press

Away, Towards + C
Away, Towards + Y + Z
Down, Down-towards, Towards + C
Away, Towards + B + C
Down, Up + A or B

Damage

15%
15%
10%
15%
12%

Overkill

Get your enemy near the second entrance to the right, just in front of the flap. Now, standing to the left side, fire a lethal projectile at them to activate the overkill.

Eight-hit Combo: A, Down-away, Y, Towards, Y + Z
Seven-hit Combo: A, Down-away, A, Towards, B + C

Move

Death Dive
Flying Choke Hold
Resonate
Ricochet

Press

Down, Up + B
Away, Towards + Z
X, Y, Z, A + C
Down, Up + A or C



An ex-cop turned bounty hunter, Blade certainly knows how to handle himself in a scrap. As a fighter, he's one of the strongest characters around. When it comes to special moves, he doesn't mess around either... He has loads of new moves at his disposal, including the deadly Brick Wall and Tracking Blade. His multi-hit and power moves are really the icing on the cake.



Name

Slice 'n Dice
Lightning Strike
Brick Wall
Excessive Force
Wild Fury Attack
Tracking Blade
Straight Blade

Press

Down, Down-towards, Towards + C
Down, Down-towards, Towards + B + C
Away, Towards + B
Away, Towards + B + C
A + B + C
Away, Towards, X + Y
Away, Towards, Y + Z

Damage

16%
15%
12%
15%
20%
15%
15%

Overkill

Make sure that your foe is just to the right of the fan. You'll need to be standing just to the right of the enemy when you make the final hit.

Six-hit Combo: Y, Down-away, X, Towards, B, A
Four-hit Combo: Down, Down-towards, Towards, B, C, X

Move

Brick Wall
Fire Bolt
Personal Shield
Projectile
Tracking Blade

Press

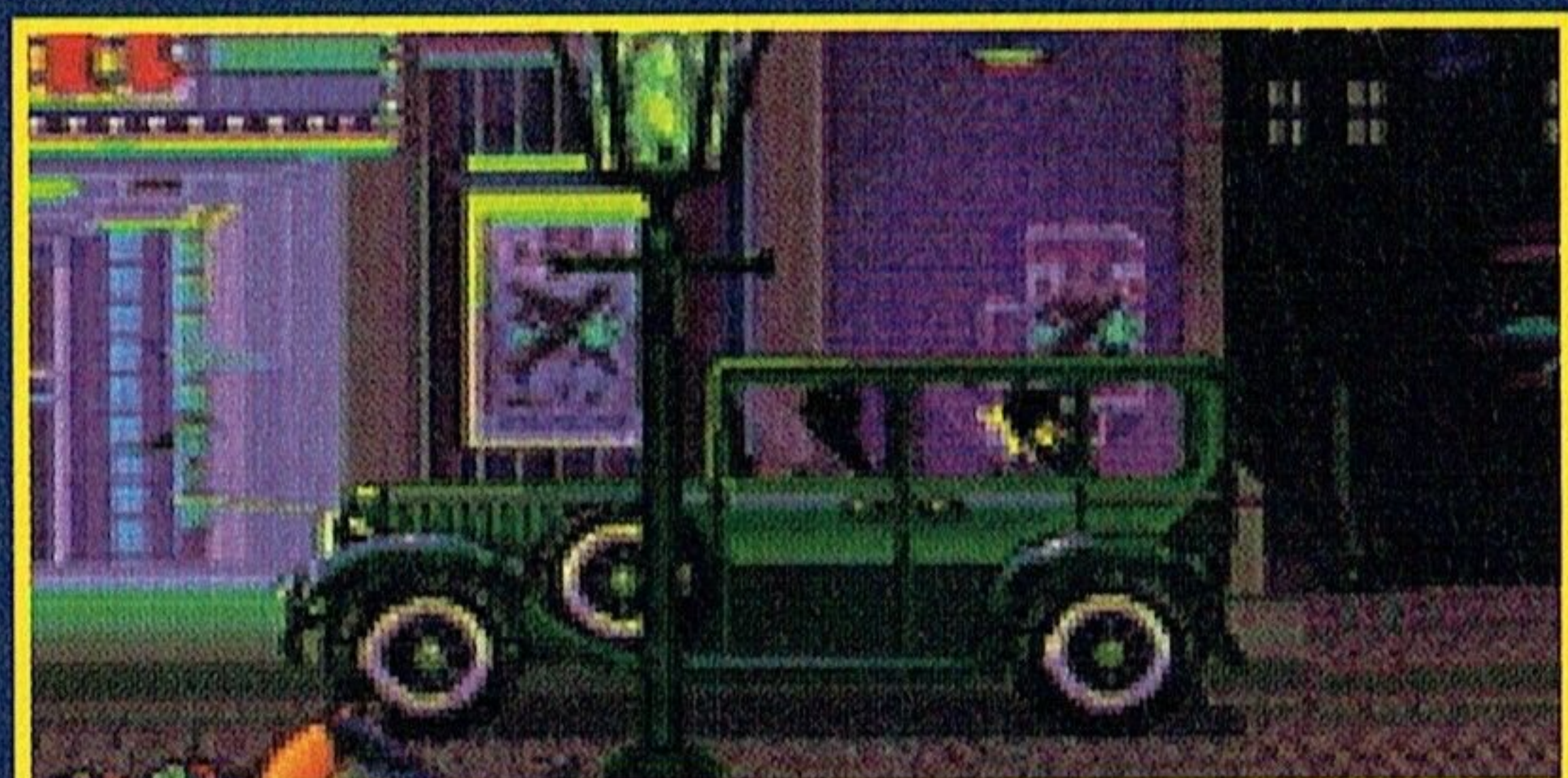
Away, Towards + B
Away, Towards + B + C
X, Y + Z
A + B
Away, Towards + X + Y

Eternal Champions

Larcen



The ace cat burglar Larcen grew up in a violent time, so it's no surprise to find that he's a bit nifty when it comes to fighting. The knuckle-dusters he always wears on his hands definitely give him an edge over other fighters. His various grappling hook moves can defeat an opponent in a matter of seconds – all from the other side of the screen.



Name

Slash & Turn

Reflect

Backflip Kick

Machine Gun Kick

Mantis Strike

Press

Away, Towards + Y and Z

Away, Towards + X

Down, Down-away, Away + C

Away, Towards + B and C

Down, Down-towards, Towards + A

Damage

15%

0%

15%

15%

15%

Overkill

Make sure that your opponent is standing to the right of the double doors. Position yourself to the right and use your hook (projectile) to start an overkill combo.

Four-hit Combo: B, Down, B, Down-away, Y, Towards, Z

Six-hit Combo: C, Away, B, Towards, Y + Z

Move

Air Sweep

Backflip Kick

Low Sweep

Mantis Strike

Power Sweep

Press

A + C

Down, Down-away, Away + C

Away, Towards + Z

Down, Down-towards, Towards + A

A + B + C

Midknight



A biochemist, Mitchell Knight is the victim of one of his own experiments. Transformed into a vampire, he gained more abilities than he could ever have imagined. His fighting style is very similar to the one developed by top martial artist Bruce Lee – Jeet Kune Do. It's a shame Bruce never had Midknight's Life Drain! Already with more special moves than you can shake a clove of garlic at, Midknight now has the vicious Manifest and Side Kick moves at his disposal as well.



Name

Life Drain

Overhead Punch

Flying Wall Smash

Ceiling Ram

Mist Attack

Press

Towards, X + Y + Z

Towards, A + B + C

Away, Towards + Z

Down, Up + C

A + C

Damage

17%

18%

13%

8%

15%

Overkill

Stand your foe directly underneath the Danger sign on the right. Now make sure that you place yourself almost in the corner of the right wall, and make your final hit.

Eight-hit Combo: Z, Down-away, Y, A, Towards, B + C

Six-hit Combo: C, C, Down, Down-towards, Towards, B

Move

Flying Wall Smash

Manifest

Overhead Stomach Punch

Side Kick

Press

Away, Towards + Z

A, B + C

Towards + A, B + C

Down, Down-towards, Towards + Z



Part man, part machine, all gladiator, Rax is one of the finest athletes around and he's second to none when it comes to the art of kick boxing. His combat skills, combined with his awesome strength and jet-powered speed, make him the best fighter to go for. Rax can defeat just about anyone with his Air Jet and Shock Wave moves.



Name

Shockwave
Jet Uppercut
Atomic Knee
Thrash 'n Bash
Cyber Kick
Jet Knee Smash

Press

Away, Towards + Y + Z
Down, Up + Z
Down, Down-towards, Towards + B
Away, Towards + B + C
A + B + C
Away, Towards + C

Damage

12%
12%
15%
15%
18%
15%

Overkill

Get your foe towards the centre of the screen (close to the fire) and place yourself to the left. Now let loose with a projectile!

Seven-hit Combo: Z, Away, A, Towards, B + C

Five-hit Combo: C, Down, X, Down, Down-towards, Towards, B

Move

Air Jets
Cyber Kick
Jet Uppercut
Shock Wave
Turbine

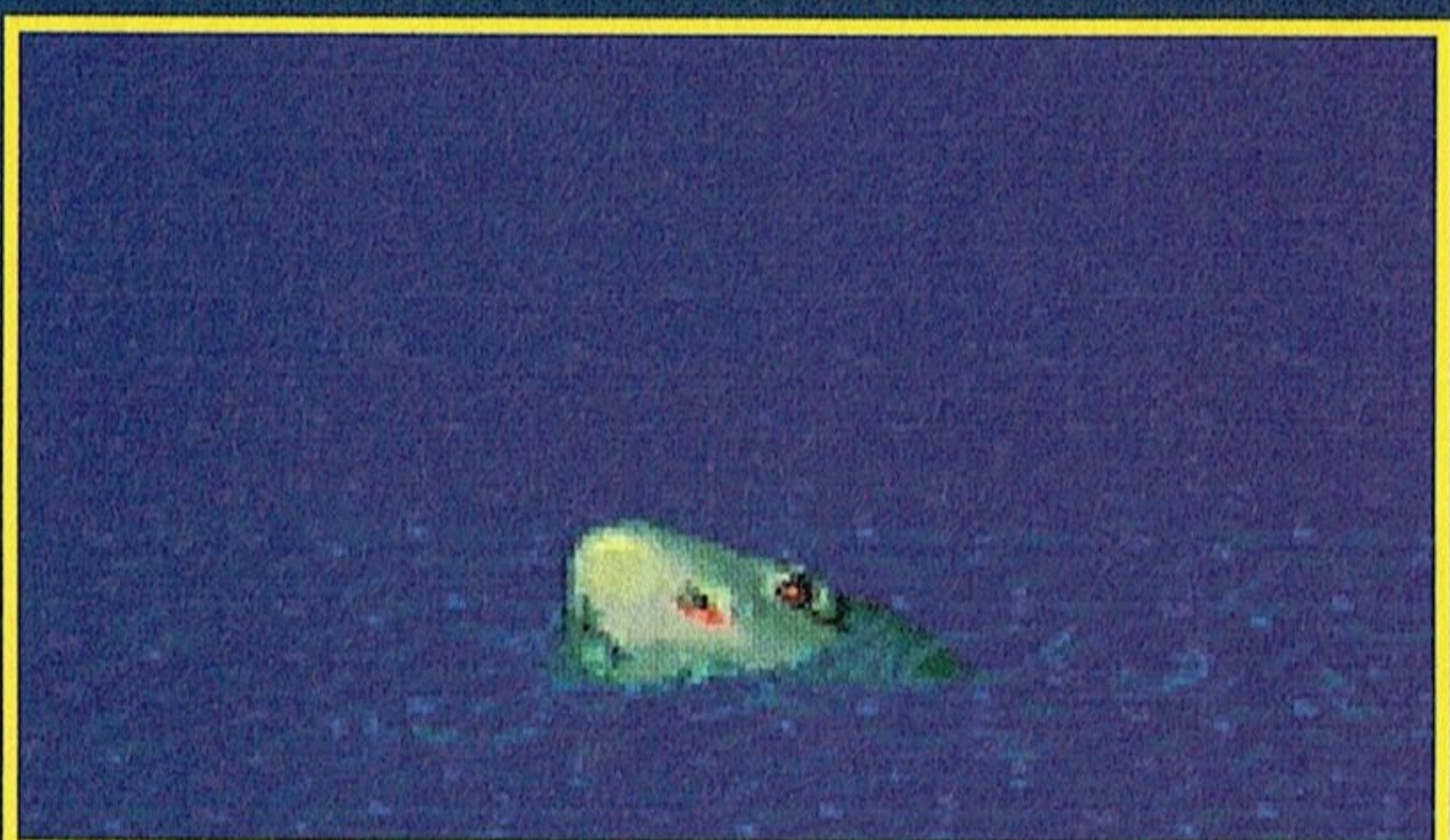
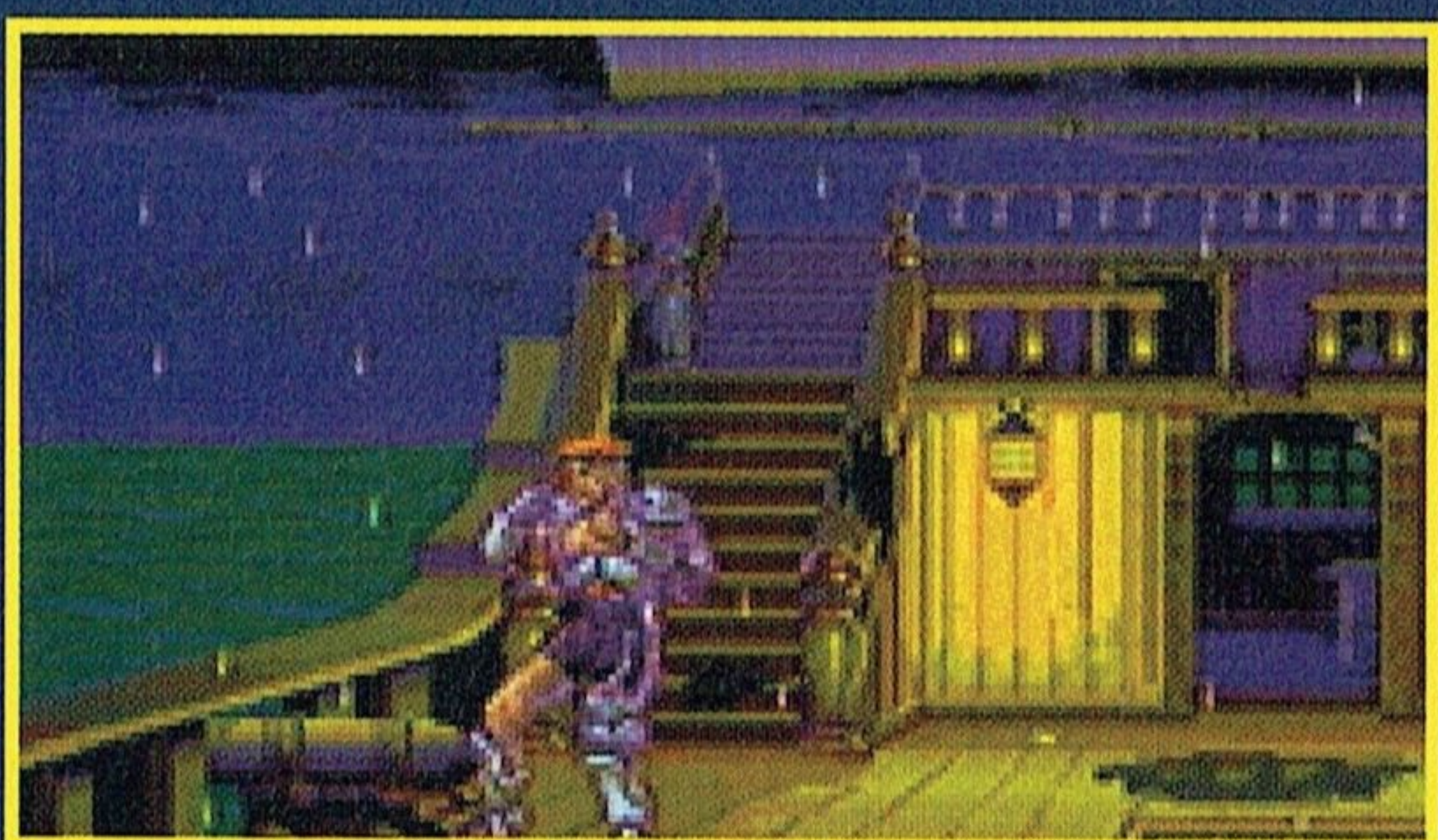
Press

Down, Up + B
A, B + C
Down, Up + Z
Away, Towards + Y + Z
Away, Towards + A

Riptide



An Italian pirate, Riptide stole from other pirates and gave the money she gained to worthy causes – a bit like Robin Hood. Her fighting style is Kajukenbo, which consists mainly of hard slaps and throws. Riptide can inflict oceans of damage on her opponents and then escape using her teleport move. Her Whirlwind Reflect's sure to have you in a spin!



Name

Thunder Clap
Eagle Talon
Sea Legs
Fog Trap
Kriss Blade
Flashing Daggers
Tidal Punch
Crow's Nest

Press

Away, Towards + Y + Z
Down, Down-towards, Towards + Z
Down, Down-towards, Towards + Y
Away, Towards + Y
Away, Towards + X or Y
Away, Towards + B + C
Down, Down-towards, Towards + X
Down, Up + Z

Damage

10%
16%
0%
12%
10%
15%
12%
15%

Overkill

Position yourself directly underneath the wooden mast in the centre of the ship. Stand to the right and then throw a projectile.

Seven-hit Combo 1: Z, Down, Down-towards, Towards, Z

Seven-hit Combo 2: C, Down-away, A, Towards, B + C

Move

Kriss Blade
Tidal Punch
Whirlpool Teleport
Whirlwind Reflect

Press

Away, Towards + X
Down, Down-towards, Towards + X
Down, Up + C
Away, Towards + A

Eternal Champions

Raven



A voodoo priestess, Raven used her amazing ability to heal the people of her village. This is partly linked to the magic hourglass that she possesses – through it, she can control time. Her fighting style is a cross between Kung Fu and Tae Kwon Do. A true time bandit, Raven can control the mystical forces of the past, present and future with her magic egg-timer.



Name

Time Change
Power Kick
Taunt
Snake Attack
Air Attack

Press

Down, Up + A
Down + C
X + Z
Down, Down-towards, Towards + A
Up, Down + C

Damage

0%
11%
0%
10%
15%

Overkill

Start up the overkill when your opponent is standing just to the left of the flaming skull. Stand to the left-hand side, and throw a projectile to finish them off.

Five-hit Combo: B, Down-away, B, A, Towards, A

Nine-hit Combo: A, A, A + B + C

Move

Create Void
Destabilise Time
Mambo Combo
Raven's Fury
Time Split

Press

Down, Down-towards, Towards + Z
X, Y + Z
Away, Towards + B + C
Down, Down-towards, Towards + B
Away, Towards + Y + Z

Ramses III



An ancient Pharaoh, Ramses III managed to defend his kingdom against all sorts of invaders. Unsurprisingly, Ramses is a great fighter who uses his own particular style of Hung-Gar Kung Fu to great effect. He likes to destroy his opponents with moves like the Snake Attack and Torch Attack.



Name

Snake Attack
Sun Reflection
Torch Attack
Wrap Attack
Hack 'n Smack
Phoenix Dive
Thunder Lizard
Jackal's Bite
King Combo

Press

Down, Up + C
Down, Down-towards, Towards + Z
Down, Up + Y
Away, Towards + Y
Away, Towards + X + Y
(in air) Down, Down-towards, Towards + Z
Down, Down-towards, Towards + C
Down, Down-towards, Towards + Y
Away, Towards + B + C

Damage

15%
15%
12%
10%
16%
10%
16%
11%
15%

Overkill

Position your opponent directly underneath the small pillar in the background (just to the right of the centre). Stand just to the left and fire a projectile.

Seven-hit Combo: Y, Down-away, X, Towards, X

Five-hit Combo: Y, Down-towards, X, Towards, X

Move

Hack 'n Slash
Snake Attack
Sun Attack
Torch Attack

Press

Away, Towards + X + Y
Down, Up + C
Away, Towards + Z
Down, Up + Y

Slash



Slash is a prehistoric cave-man, who was a great tribal ruler in his day. He may be big, but his dexterity and sheer strength also come in mighty useful in a fight. Slash doesn't really have a fighting style – the game's manual simply refers to it as 'pain'!



Name

Massive Club Swing
Running Head Butt
De-Claw
Foot Swing Kick
Spinal Crush
Knee Trembler
Stone Shatterer

Press

X + Y + Z
Away, Towards + C
Away, Towards + Z
A + C
Towards + Y
Up, Towards + B
Down + C

Damage

12%
15%
12%
14%
16%
9%
12%

Overkill

Get your victim over to the far-left corner and, standing to the right, deliver your final hit to trigger the overkill.

Seven-hit Combo: Z, Down-away, B, Towards, B + C

Three-hit Combo: C, A, Down, Down-away, Away, C

Move

Club Dive
Double Foot Kick
Fire Club
Ice Club
Spinal Crush

Press

Down, Down-away, Away + B
Down, Down-away
Down, Down-towards, Towards + X
Down, Down-towards, Towards + Y
(In Close) Towards + Y

Shadow



An assassin, Shadow used to make her living by killing businessmen for large corporations. Then she had a change of heart and decided to call it a day, and found she was stalked by an assassin herself! Shadow has a whole host of tricky moves to call upon whenever she is in danger...



Name

Flying Mine
High Angle Kick
Twirling Fan Attack
Flying Step
Ninja Weapon
Knife

Press

Away, Towards + Z
Down, Up + B
Away, Towards + C
A + B or B + C or A + C
Away, Towards + X or Y
Away, Up-towards + Y or X

Damage

18%
12%
12%
8%
11%
11%

Overkill

Position your opponent just under the second letter of the sign on the left. Place yourself further along to the left and then throw a projectile to start the overkill.

Five-hit Combo: B, Down-away, A, Away, B, Towards, Y + Z

Seven-hit Combo: Z, Away, X, Towards, B + C

Move

Banzai Blitz
Bomb Weapon
Flying Mine
Flying Step
Knife Weapon
Shuriken Weapon

Press

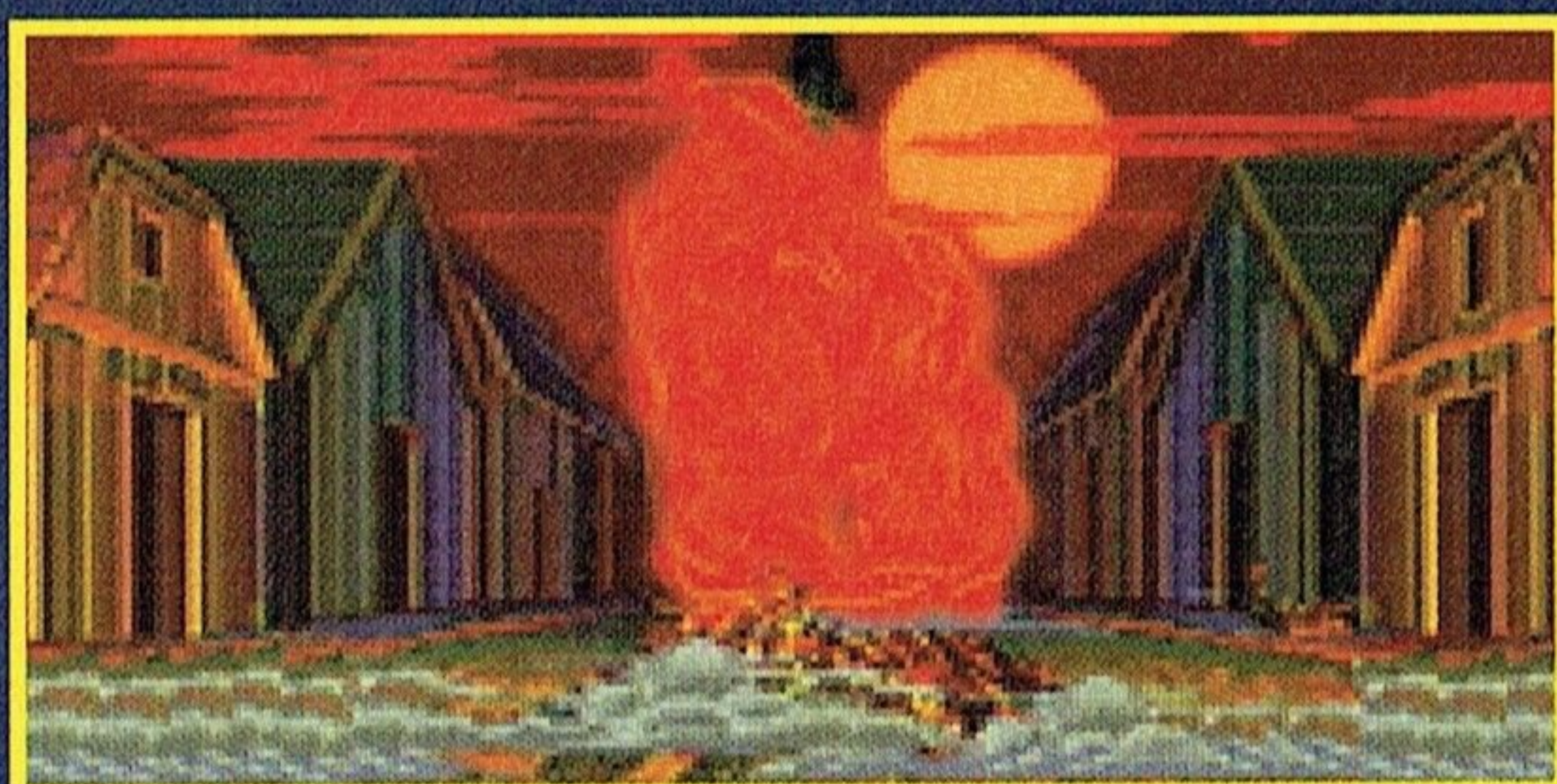
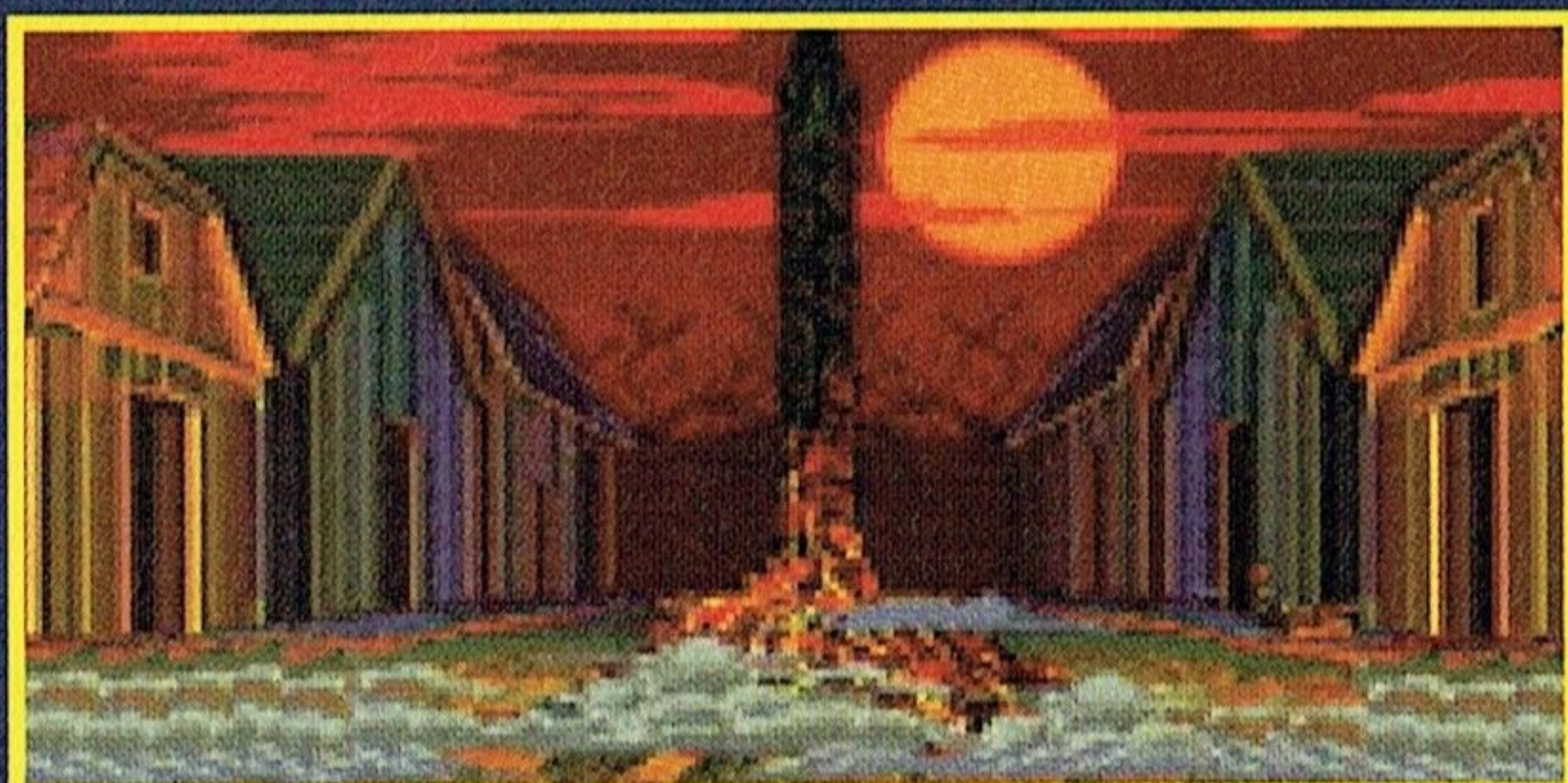
Away, Towards + B + C
Away, Down-towards + X or Y
Down, Down-towards, Towards + Z
Away, Towards + A + B
Away, Up-towards + X or Y
Away, Towards + X or Y

Eternal Champions

Xavier



A mysterious figure, Xavier's hooded eyes glow like two hot coals overloaded with energy. Xavier Pendragon is well practised in the ancient art of alchemy, but unfortunately the local townsfolk presumed he was the devil incarnate. Dragged from his home, he was burned at a stake for witchcraft. Spells and some great defences are this magic user's forte. The Snap Back and Dragon's Bite moves are perfect against any opponent.



Name

Phantom Strike
Snap Back
Mystic Shield
Dragon's Bite
Wizard's Wrath
Attack and Smack

Press

Y + Z
Away, Towards + X
Away, Towards + Y + Z
Down, Down-towards, Towards + C
Away, Towards + B + C
A + B + C

Damage

15%
10%
0%
15%
15%
12%

Overkill

Position your opponent in the area to the left of the fire, directly in front of the closest side-door entrance to the house in the background. Standing to the far left, launch a projectile at them.

Five-hit Combo: Z, Down-away, A, Down, Down-towards, Towards + C
Seven-hit Combo: C, Down, Down-away, Away, X, X, Towards, X

Move

Dragon's Bite
Confusion Spell
Possession
Snap Back
Swap Spell

Press

Down, Down-towards, Towards + C
A + C
X, Y + Z
Away, Towards + X
X + Y

Trident



A merman gladiator, Trident lived in the ancient city of Atlantis, until it was destroyed centuries ago. One of the strongest characters in the contest, Trident has gained his name from the ferocious weapon strapped to his arm at all times. It makes him slow. His Depth Charge and Tidal Wave moves are more than handy!



Name

Wavemaster
Whirlpool Kick
Neptune's Fury
Slash Spin
Tidal Wave
Spinning Trident

Press

Down, Up + A, B or C
Away, Towards + A + B
Away, Towards + B + C
Down, Down-away, Away + C
Down, Down-towards, Towards + Z
X+Y+Z

Damage

18%
18%
15%
15%
12%
30%

Overkill

Place your enemy directly underneath the mermaid statue. You should be just to the right of your foe when you deliver the final blow.

Seven-hit Combo: C, Away, B, Towards, A + B
Eight-hit Combo: Z, Down-away, B, A, Towards, B + C

Move

Bio-Drain Field
Depth Charge
Liquid Mode
Tidal Wave

Press

Y + Z
X + Y
A, B + C
Down, Down-towards, Towards + Z



Fight your way past all the other characters in the game and you'll meet up with the Eternal Champion. A nasty piece of work if ever there was one. He may be hard as nails, but he can be beaten if you follow these pretty straightforward tactics...

Jump towards him and hold down B. You should hit him on the head, causing him some damage. If he now leaps at you, counteract him by pressing B again. It's always tempting to jump away from him to avoid getting smashed in the face, but a plain kick is by far the better bet. Attack!

If he starts blocking you, use a throw move. Now hold down C and you should be able to stun him. While he's stunned, leg-sweep him and then move away before he gets up.

Don't get trapped in a corner – if he leaps at you, fend him off with an uppercut. When you get the chance, jump towards him and hit him with a button C special. Now, block his return hits and finish him off with a press of button Z. That'll teach 'im!

(Note: You can also successfully use these tactics against the Dark Eternal Champion.)



Secret Characters

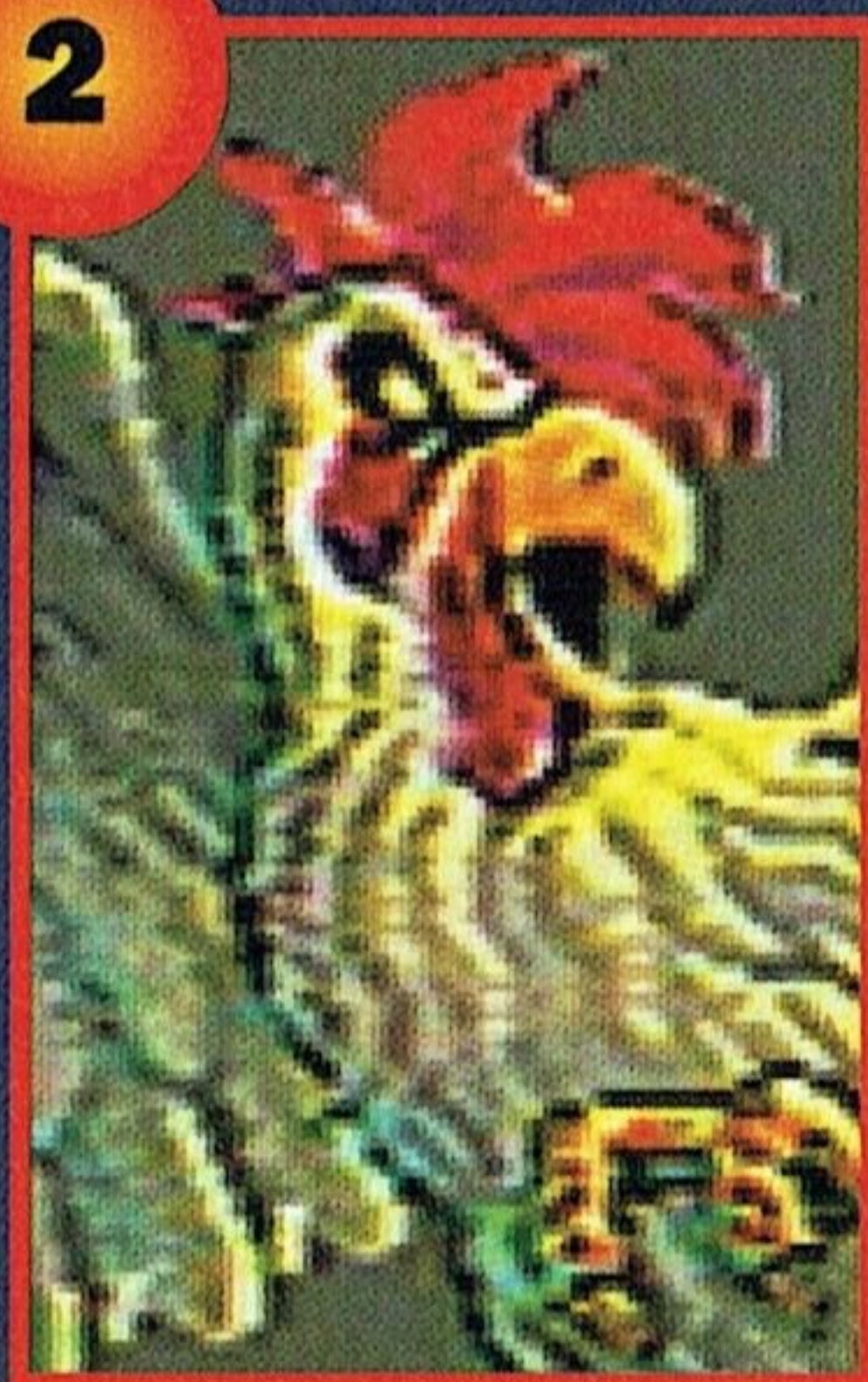
There are eight secret characters to find in the game, all of whom can be accessed by inputting the secret code. "What secret code is this?" we hear you cry. Well, that would be telling. We'll keep you posted...

1. **Slither:** A rather slippery customer, Slither is a snake with attitude. Just don't let him near your apples.
2. **Crispy:** A master at Egg Fu Young, Crispy the Chicken isn't afraid to stick his beak in where it isn't wanted...
3. **Hooter:** A wise old owl, Hooter has seen humans damage the environment and now it's payback time...
4. **Zuni:** A jolly little monkey, Zuni has entered the contest to fight for Animal Rights. What a little star!
5. **Chin-Wo:** Looking rather similar to Bruce Lee, this fighter is a martial arts expert who'll give anyone a run for their money and then demand expenses on top.
6. **Yappy:** This dog doesn't beg for food – he takes it straight off the table! He's more bite than bark, though.
7. **Senator:** A stark raving mad politician (aren't they all?) Vote for this guy or he'll kick your teeth in!
8. **Blast:** A hardened Vietnam veteran, Blast is a master at US Marine combat, so don't mess with him, soldier.

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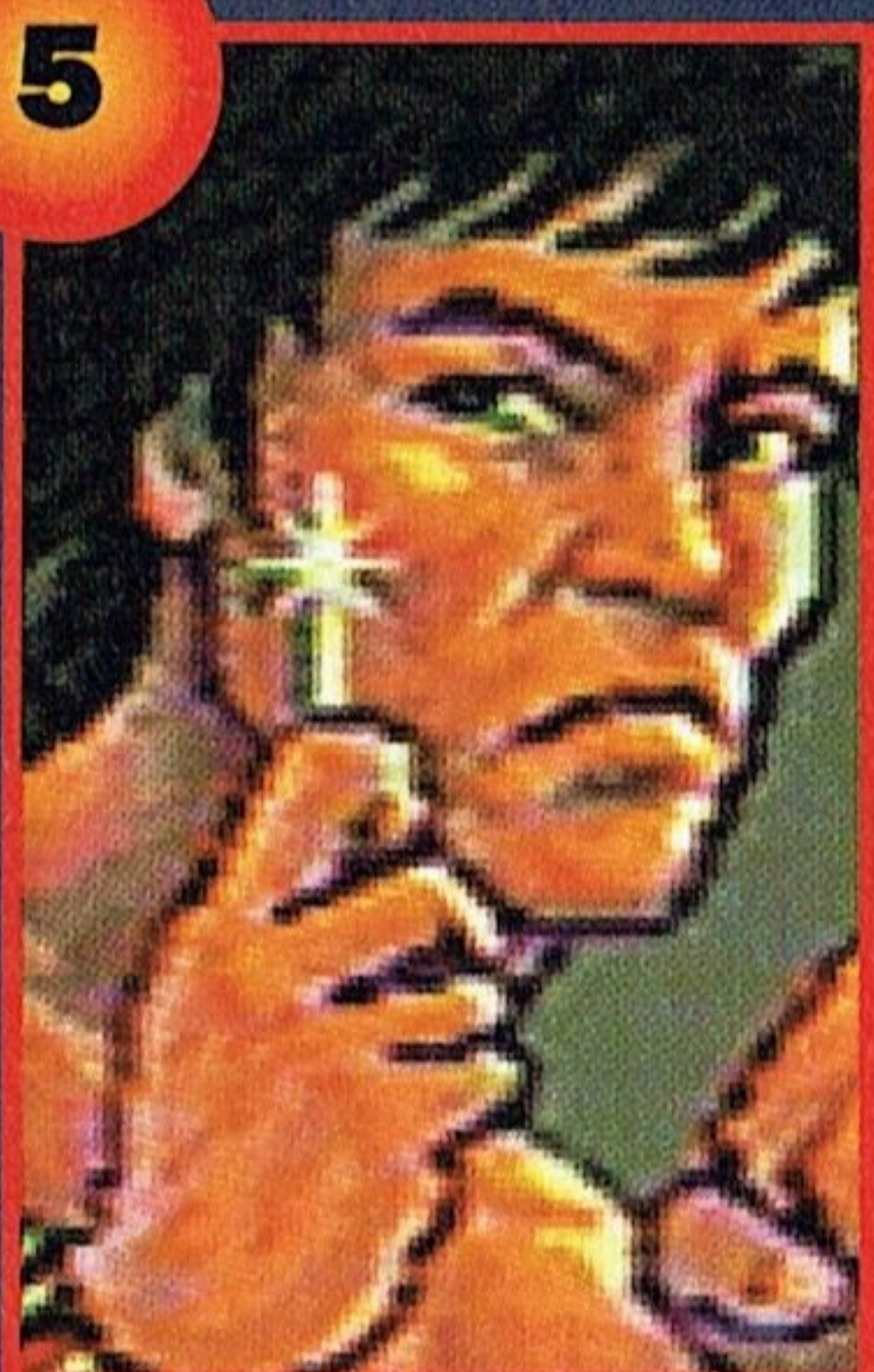
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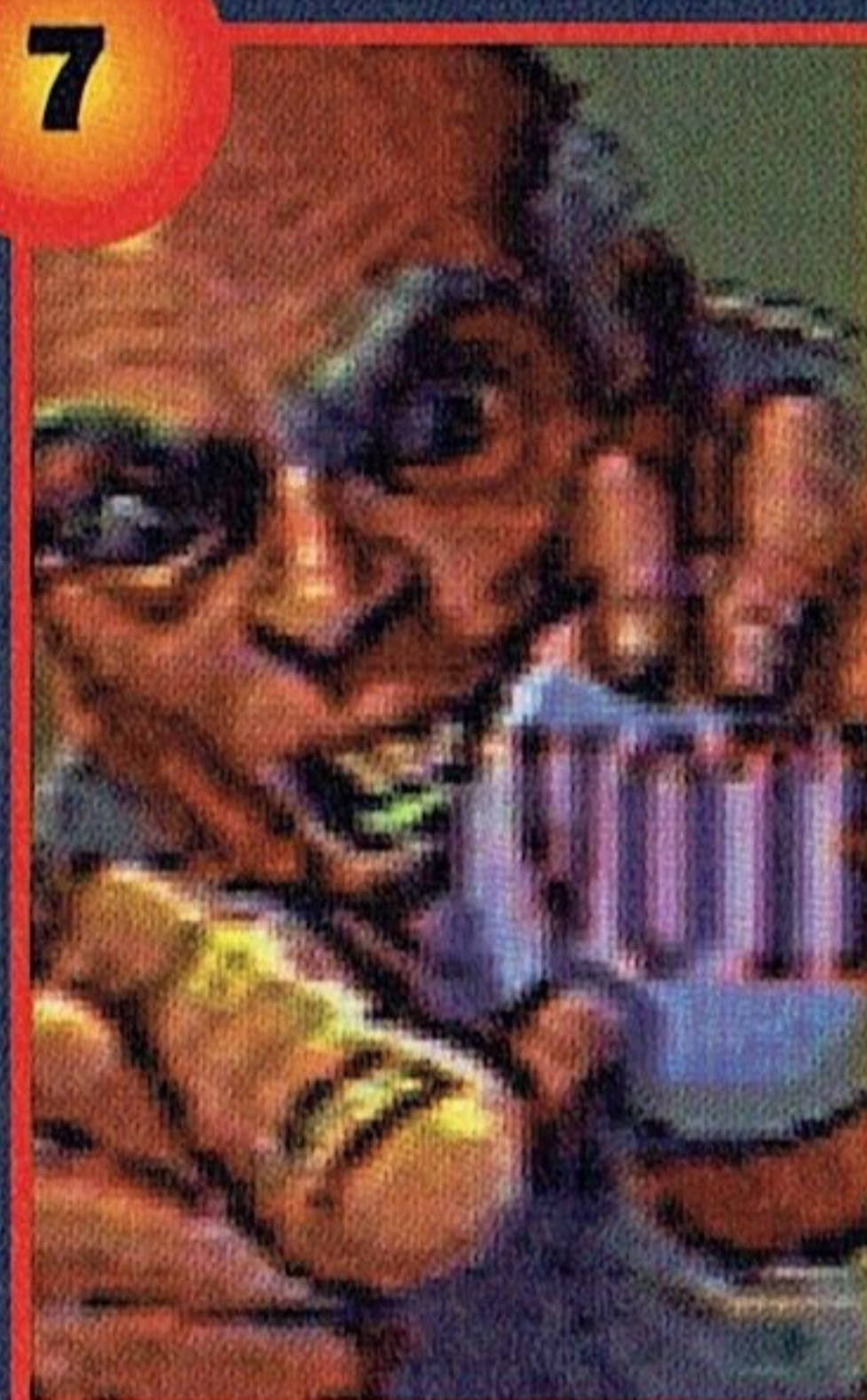
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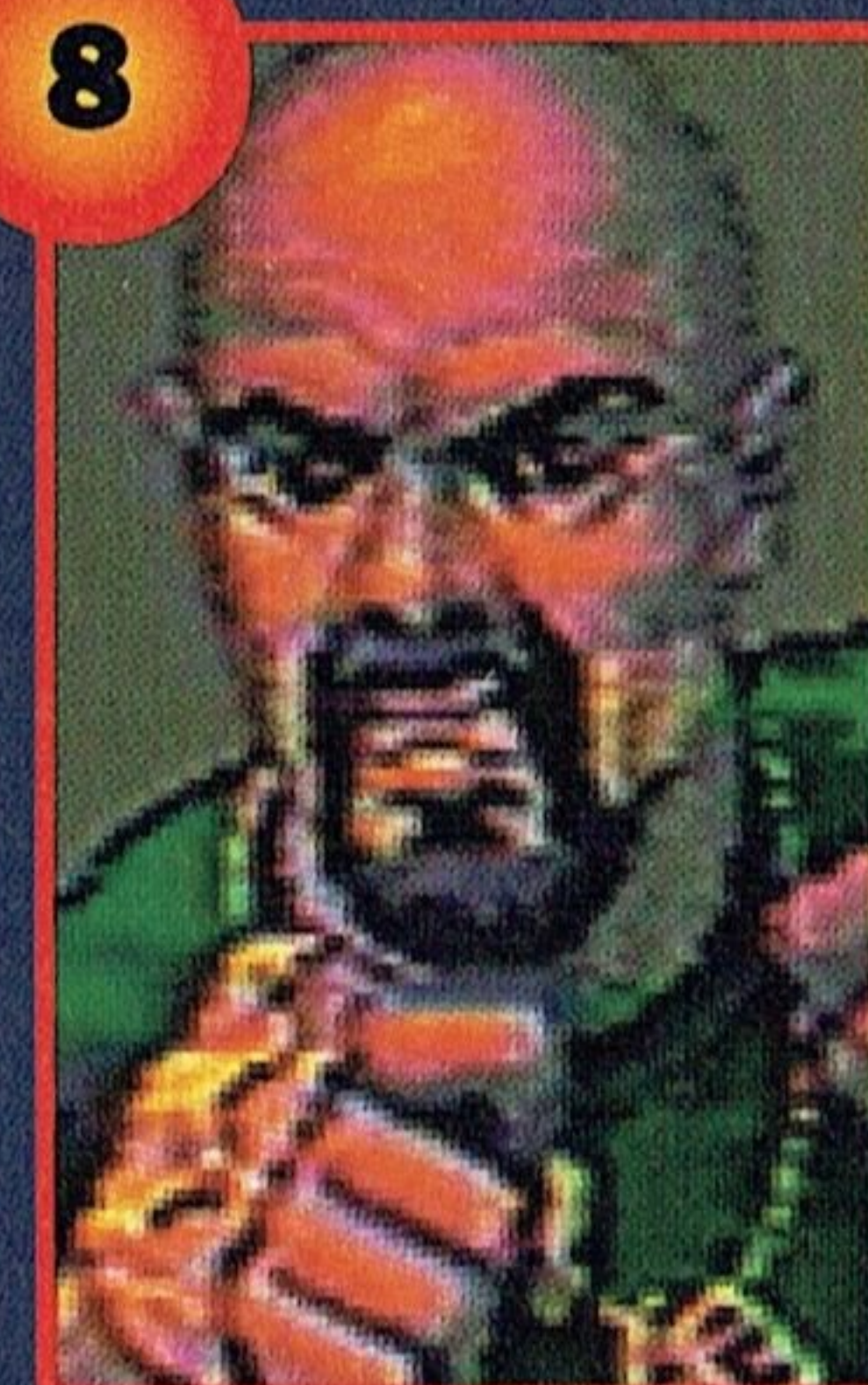
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7



8



BY GAME
OVER MAN
AND RALPH
PSEUDONYM!

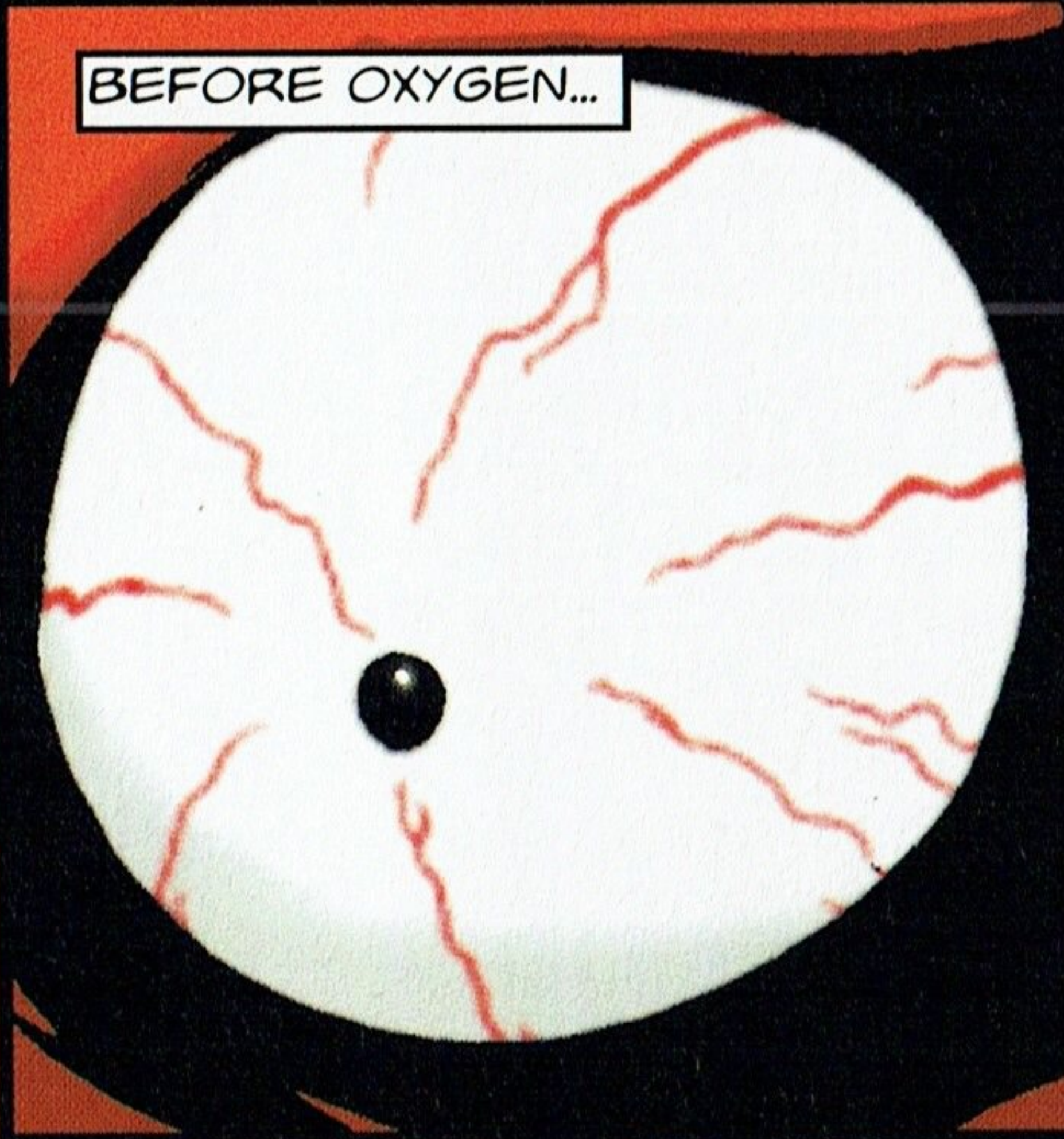
PUMP ACTION

CREATED BY
THAT GROOVY
CAT, GARY
CHALONER!

BEFORE TIME...



BEFORE OXYGEN...



BEFORE LIFE AS
WE KNOW IT....



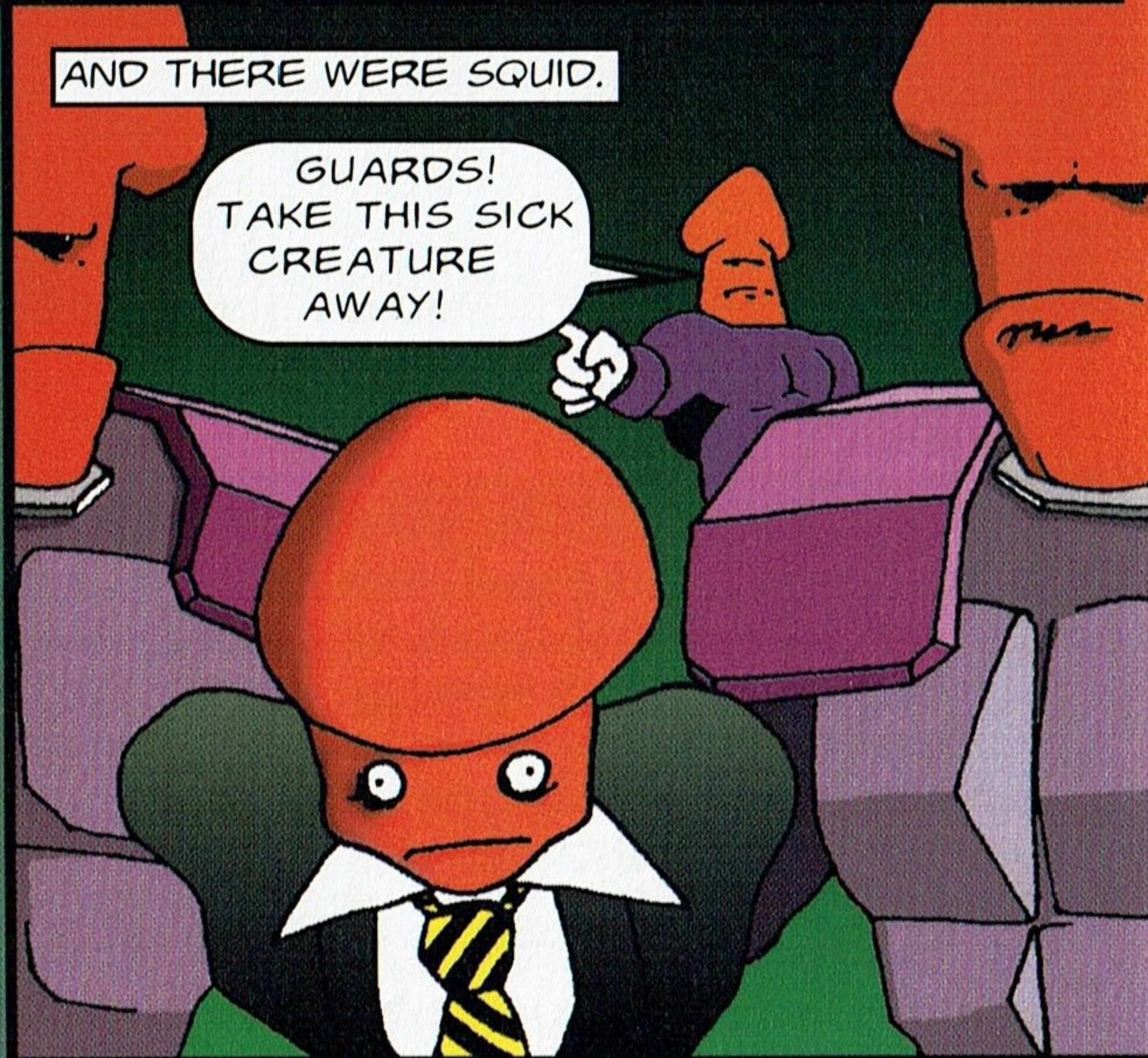
THERE WAS MADNESS

HAHAHAHAHA! YOU HAVE DEFEAT-
ED ME THIS TIME EBOLA! BUT
YOU'LL NEVER FIND THE TWINS!
NEVER! HAHAAHAHAHACHOKE!



AND THERE WERE SQUID.

GUARDS!
TAKE THIS SICK
CREATURE
AWAY!



MIGHTY EBOLA!
YOU HAVE
DEFEATED THE
EVIL MARBURG
AGAIN. COME
EBOLA, COME
CLAIM YOUR
HERO'S PRIZE...

NAY, MY
LOVELY ZAIRE,



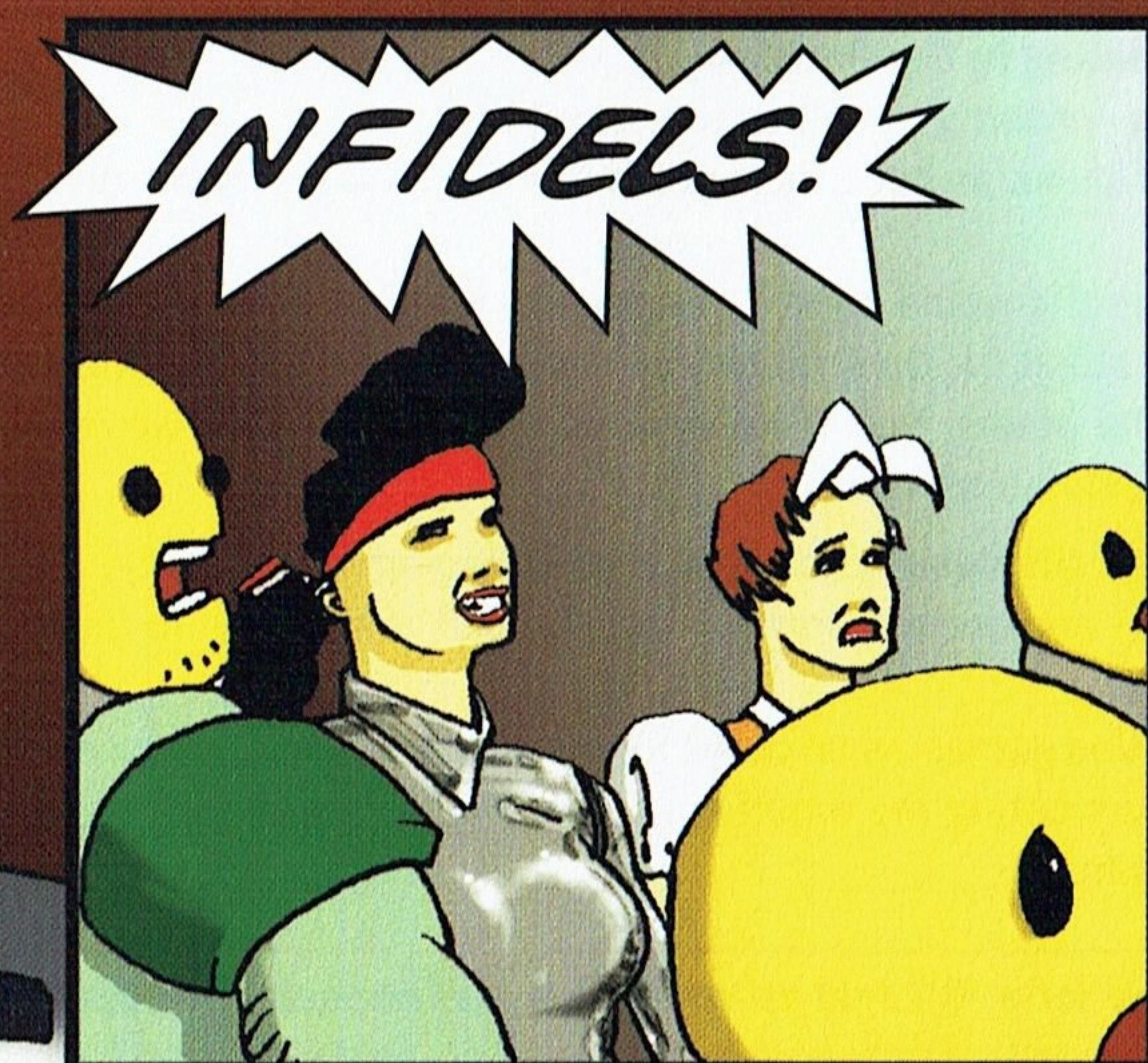
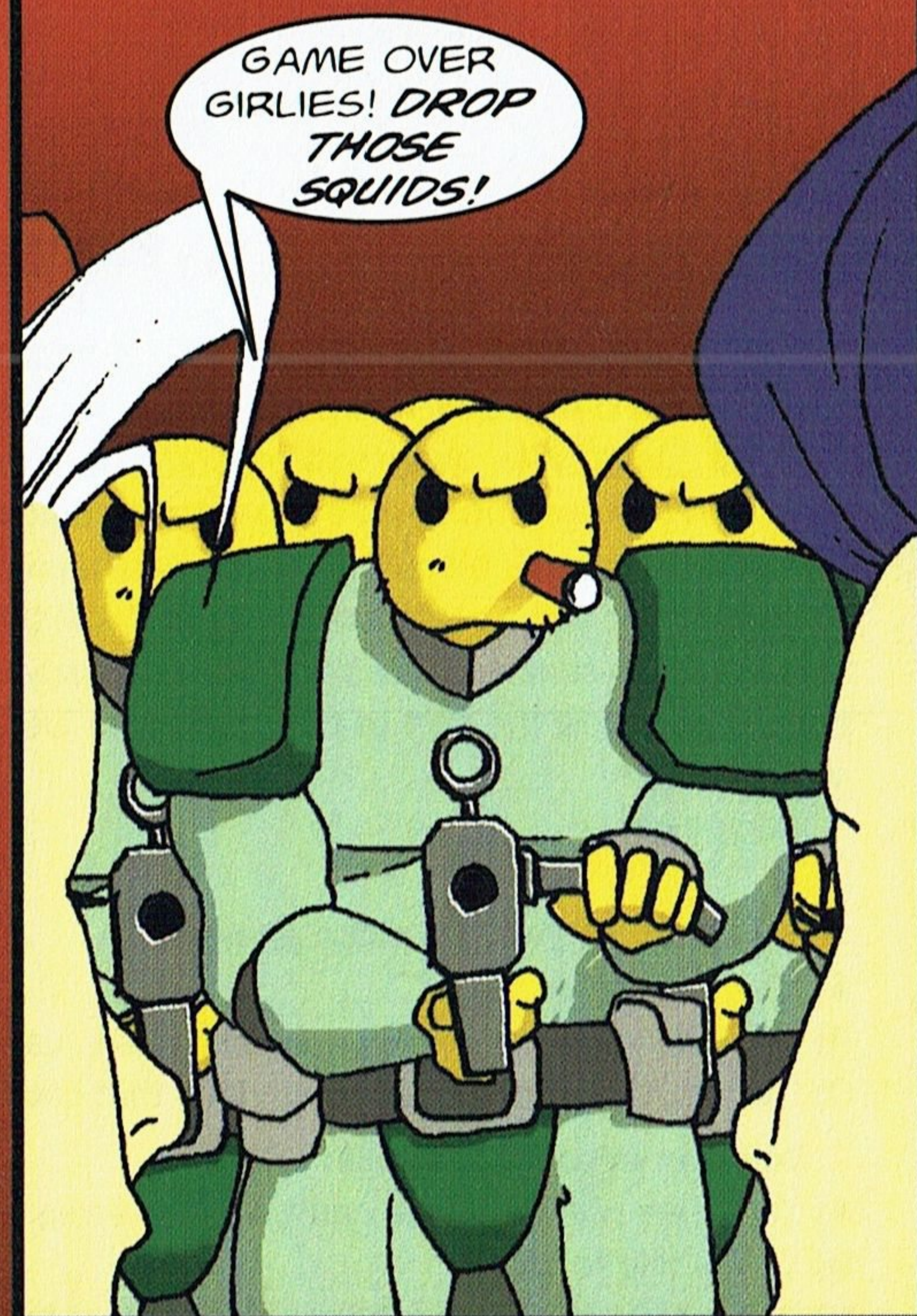
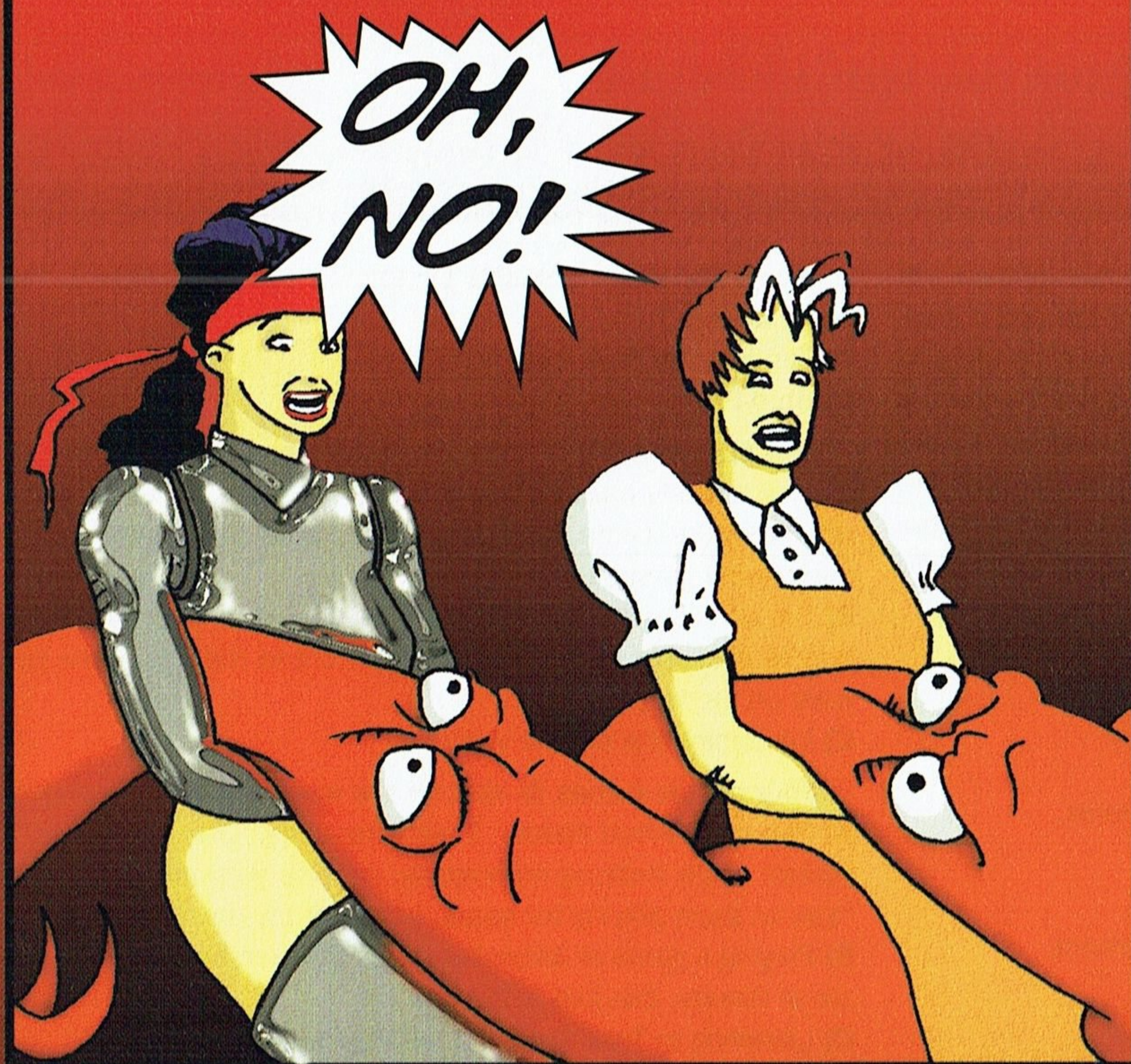
THOUGH MY LOINS
ACHE FOR YOU'RE
EMBRACE, I MUST
SEARCH FOR THE
TWINS OF DESTINY



KEEP IT WARM
ZAIRE! I SHALL
RETURN



TWO ZILLION YEARS LATER...



NEXT: THE BANE OF THE DOUGIEST!

What kind of gamer are you? A well-balanced, salt-of-the-earth kind of player who plays games for a bit of fun and a challenge? An obsessed psychotic freak who has no life and no friends? Or even worse, are you crap at games and don't know the difference between a Mega Drive and a can opener? To find out, try the Megazone 'Are you a real gamer or what?' questionnaire. It's just like those multiple-choice quizzes you see in crappy teenage girls' magazines – you know the sort of thing: 'Are you just anorexic or are you really fat?'

Good luck!

1. How often do you play video games?

- A) It's *not* a game.
- B) A few hours at night every now and again, just to relax.
- C) I played bingo on holiday once, does that count?

2. You play video games until:

- A) Your eyes water and you can't see the screen anymore.
- B) You're told to stop.
- C) You get bored because you can't do it and give up.

3. When I grow up I want to:

- A) Play video games.
- B) Program video games.
- C) Have babies.

4. Describe your joystick:

- A) It's got turbo fire and auto fire and positive microswitch action and LEDs and a moulded precision grip...
- B) I've two, so that a friend can join in.
- C) Isn't that a bit rude?

5. When's the last time you read a book?

- A) Is Megazone a book?
- B) I read the manual that came with the VCR so I could program it to tape *The Simpsons*.
- C) I read this great Mills & Boon book – it had Fabio on the cover. He's so dreamy!

6. Who's the most fanciable person you can think of?

- A) Chun Li.
- B) Teri Hatcher from *Lois and Clark*.
- C) Brad Pitt.

7. How are you going to make the move into next-generation gaming?

- A) I've already paid well over the going price for an import Saturn when they first came out in Japan. And I have all the obscure Japanese role-playing games too.
- B) I'm considering upgrading to a Saturn in the near future, now that they're available at a 'reasonable' price and there is some good software on the way.
- C) I'm joining the netball team.

8. Your cousin comes to visit for the weekend. Do you suggest:

- A) Playing *Cannon Fodder*. Then screaming "Die, Nazi scum!" at the screen while frothing maniacally, despite your cousin's protesting, "You've been playing for hours, when's it my turn?"
- B) Playing a game of *Micro Machines 2* – then both of you, plus a couple of friends, can join in the fun.
- C) Listening to Take That and talking about boys.

9. Would you boycott French video games as a protest against nuclear testing in the Pacific?

- A) No way – video games transcend politics.
- B) Well, if it was as good as *Heart of the Alien*, I might make an exception.
- C) Of course! It would send a message to the French government that we won't stand for their macho warmongering. It's all because men have all the power. Now if wimmin were in control there would be no wars or famine, etc, etc.

10. Choose the description that best suits your personality:

- A) I am an anti-social control freak who can only relate to imaginary characters.
- B) I use video games as an outlet for the stress caused by everyday life.
- C) Communicating my emotions to my friends leaves little time for childish games.

Now it's crunch time. You get three points for every 'A', two for a 'B' and one for a 'C'. Add up your score and consult the appropriate result from the table below.

16 or less

You're a useless girl. Why you're reading this magazine in the first place is a bit of a mystery. You probably picked it up in the dentist's waiting room by mistake.



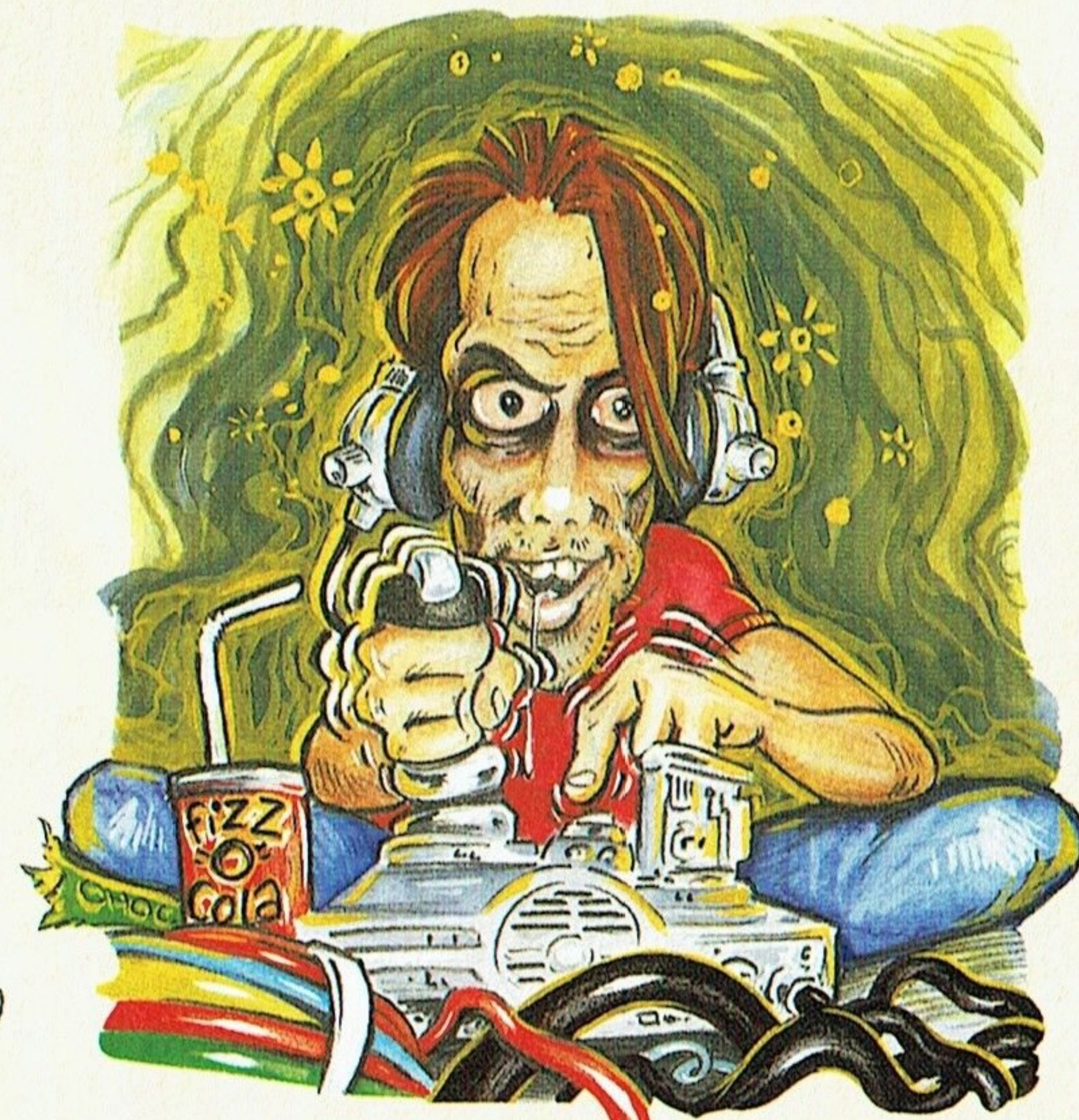
17 to 23

You like games – they're fun, and a great laugh to play when you have a few mates around. People like you, and you like people. When you're not playing games.



24 or more

You are a sad loser. Games are your life, and your life is games. Try leaving the confines of your bedroom and talking to people. About games. It's a start.



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